



THE OFFICIAL STRATEGY GUIDE

This game
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PlayStation 2





ROGUE GALAXY™

THE OFFICIAL STRATEGY GUIDE

A DoubleJump® Book

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OFFICIAL ROGUE GALAXY™

STRATEGY GUIDE

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OFFICIAL ROGUE GALAXY

STRATEGY GUIDE



THE BIG BANG

We're really excited to be able to finally present to you the U.S. version of **Rogue Galaxy**. The creation of the U.S. version has been an extraordinary effort, going beyond localization.

Vast improvements were made to the game, including thousands of lines of new voiced dialogue, an all-new combo system, completely retuned game balance, reworked dungeons, and the ability to participate in a new versus mode as part of the Insectron mini-game tournament. We're also thrilled about the addition of an exclusive new chapter and planet that will provide fans a unique sub-story and entirely new environments to explore. Such major changes did not come without challenges, and at times localizing **Rogue Galaxy** felt more like working on a new title rather than a localization.

We're really pleased with the results. We feel that the U.S. version of **Rogue Galaxy** is the "complete" version of the game that Level-5 originally envisioned.

If you've played the Japanese version, we hope that you'll be pleased with all the changes we've made. And if this is the first time playing **Rogue Galaxy**, we hope you enjoy this game as much as we had fun making it!

Nao Higo - US Producer of **Rogue Galaxy**

INTRODUCTION

COMPLETE CHANGES LIST

- *Rogue Galaxy* is now on a Dual-layer DVD to allow for superior graphics and hold additional data.
- Optional area Alistia, the water planet, has been added. This optional area can be accessed after obtaining a key piece during Chapter 8. It contains several new NPCs to interact with, two new alien races, new enemies, and a completely new boss.
- Toady's Analysis ability has been overhauled, so it now offers better advice and is easier to use.
- Two new ranks of weapons for every party member except Jaster have been added, increasing the total number of weapons available in the game by 140.
- The Burning Strike system is new. In the Japanese version, Burning Strikes were random events that were hard to exploit usefully.
- Two additional species of Insectors for use in the Insectron Stadium mini-game, Bomber Snail and Spidan, have been added. There are eight types of each species, adding a total of 16 new Insectors.
- Opponents in Insectron tournaments now have Live Talk lines to say during battle.
- Players can now give captured Insectors nicknames.
- Opponent AI for Insectron tournaments has been enhanced, allowing for greater challenge and more realistic tactics from the opponent.
- A password system now allows Insectron tournaments to simulate two-player PvP. Defeat Fabre in the tournament, and you'll be able to go to a spectator mode that lets you watch two Insector teams fight while guided by the CPU. You may assign a password to the Insector team you've used throughout the game, and swap them with friends who play the game. This allows you to have your team fight a friend's team via the computer to see which team is strongest. You can even enter a secret "victory code" that displays a message to an opponent who beats your team.
- Players can also engage in direct PvP multiplayer using a password and their personal save data, but they must be at the same console in order to do this.
- More beautiful scenery added to Rosa's Desert Town area.
- Rosa's Labyrinth area redesigned to make individual parts of the area more visually distinct, and easier to navigate.
- Zerard's Rosencaster Prison, Gladius Towers, and Daytron Factory dungeons have been redesigned with more visually interesting and distinguishable backgrounds, and entirely new map designs.
- New bonus costumes added, giving most characters five outfits. Kisala and Simon get six outfits.
- The Revelation Flow board has entirely been redesigned. Every character gets three new abilities, related to their Burning Strike abilities. In addition, the "Starlink Venus" combo ability has been added for Kisala and Lilika, "Snake Arrow" ability has been added for Lilika, and the "Black Hole" combo ability has been added for Jupis and Steve.
- The formula for determining how much damage your characters do in battle has been changed. It is easier to damage enemies in the American version. Accordingly, the stats of all weapons and monsters from the Japanese version were rebalanced.
- Enemy spawn points, treasure chest locations, and shop locations have been altered in the interests of ensuring balanced gameplay.
- Enemies can no longer spawn within 32 meters of save points.
- A sub-menu that allows for quick and easy weapon change during battle has been added. Weapon change during battle in the Japanese version required going to the main menu during combat, which was slower and more cumbersome.
- Traveling between planets is simplified.
- Cut-scenes run at higher fps, thanks to extra space of dual-layer DVD.
- Every character has a wider range of Live Talk dialog, triggered in a wider variety of circumstances. Approximately 2,000 lines of Live Talk have been added for the North American game.
- Loading times decreased, particularly when beginning a game session.
- Shadows of characters and enemies are now rounder and more natural.



WANTED

BY THE ORDER OF THE LONGARDIAN FEDERATION

DEAD OR ALIVE

(Preferably Dead)

Space Pirates Dorgengoa For the Following Crimes:

*Murder - Kidnapping - Harboring Fugitives
Piracy Along Major Spaceways - Looting Galactic Heritage Sites
Trading in Illegal and Dangerous Goods
Disrupting Lawful Corporate Operations
Defying the Authority of the Longardian Federation*

These are the High Standards Set for Those Who Wish to Join the Crew of the Dorgenark...

The Following Pages Contain Information Useful to Those Willing to Become Outlaws in Order to Seek Their Fortune With Space Pirates Dorgengoa.

JASTER ROGUE

PROFILE

Main Weapon: Sword

Attack Compatibility: Combo, Air, Charge, Dash, Ground

Sub Weapon: Blaster

Attack Compatibility: None. You can only fire it while standing perfectly still on the ground.

Jaster's an orphan, hailing from the desert planet Rosa. Abandoned on the steps of a local church in Salgin, he was adopted and raised by Raul, the kindly local priest. Jaster now makes his living as a Hunter, killing the Beasts that roam Rosa's deserts. His real ambition is to go into space and see the galaxy, but that's impossible now that Longardian military forces occupy Rosa. It's illegal for any Rosan citizen to leave the planet. You'd have to become a pirate or something. Wouldn't that be crazy?

CHARACTERS - JASTER

Key Strengths

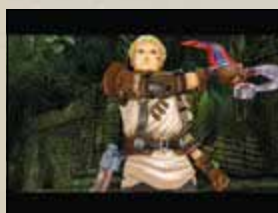
Jaster is the main character and all-around the easiest to handle. The speed of his blaster shots make him one of the most effective ranged attackers in the game, and he quickly outstrips every other character's melee damage potential once you get him one of the fourth-rank Seven Star Swords. You can and should control him through most of your game.

In fact, Jaster is the only character you'll regularly *need* to control, and you're never allowed to take him out of the party. Some enemies can only be damaged after a shot from one of his special blasters, and his sword's charge attack has a 360-degree radius, which makes it perfect for breaking down special enemy defenses. He also has a selection of unique abilities and the single most powerful Team-Up attack in the game. He's at home in just about any combat situation.

Weaknesses

Because Jaster is a jack-of-all-trades, he's sometimes not the best character for a given situation. It's easy to fall into a trap of trying to use Jaster to do everything, instead of another character that might be better suited to a particular job. You can also end up over-relying on Jaster, and never learning how to properly use your other characters.

Jaster's ability selection includes a lot of techniques that are very hard to use effectively. Shooting Star, Whirlwind, and Break Throw in particular are all so specific that it's hard to exploit them. They're arguably not worth the AP it costs to use them.



Most of the time, the only truly useful ability that Jaster can contribute to a boss battle is some sort of self-buff. Early in the game you'll use Flash Sword, which boosts your melee damage and shifts your damage type to electrical. Once you've unlocked it, you'll primarily use his Illusion Sword ability, which

increases his melee damage and allows Jaster to fire projectiles that do melee damage at long ranges. He has only a single, weak personal damage-dealing ability, Desert Wind, although his team-up abilities are powerful.

Notes

If you pull back on your analog stick and jump, Jaster does a quick backflip. This lets you retreat from enemies more quickly than you can by walking, and you can use it to evade some low attacks.

The third blow of Jaster's air combo chain always knocks over large enemies. Likewise, the last blow of his ground combo chain can double-hit enemies and frequently Dazes.

The first Seven-Star Sword you get in the game, Desert Seeker I, can be improved into Earthshaker as early as Chapter 7 if you plan your weapon synthesis carefully enough. With an attack rating of 373 and



some stats that max out at 99, Earthshaker is the single most powerful sword you're likely to obtain during the game's storyline.

Jaster's Costumes

Desert Dweller's Clothes: A popular outfit on Rosa, combining sturdy cloth with a protector made of beast hide.

Jungle Coat: Cool, highly breathable clothing. The ample feathering keeps the bugs away.

Pirate's Outfit: Put these on to become a pirate in both body and soul. Clothes really do make the man.

Desert Claw's Outfit: Desert clothing made of heavy, finely-woven cloth. Not a single grain of sand can get inside.

Captain's Uniform: A fancy, frilly captain's outfit. Put it on and people will treat you very differently.

JASTER'S EXPERIENCE CHART

Lvl	EXP Needed	Max HP	Max AP	Main ATK	Sub ATK	VIT	Lvl	EXP Needed	Max HP	Max AP	Main ATK	Sub ATK	VIT
1	35	80	20	23	22	27	51	20581	730	197	162	172	253
2	35	93	21	24	23	28	52	30926	743	206	165	175	256
3	35	106	22	25	25	30	53	30926	756	208	168	178	260
4	35	119	23	26	26	32	54	45999	769	210	171	181	264
5	35	132	24	27	27	33	55	67851	782	212	174	186	268
6	160	145	25	28	28	34	56	67851	795	214	177	190	274
7	160	158	26	30	29	35	57	99401	808	216	180	191	281
8	160	171	27	33	31	37	58	99401	821	218	183	195	288
9	160	184	28	36	34	38	59	99401	834	220	186	199	295
10	160	197	29	39	38	40	60	99401	847	222	189	202	302
11	420	210	30	42	42	42	61	99401	860	224	192	205	305
12	420	223	31	45	46	44	62	99401	873	226	195	209	307
13	420	236	33	48	49	47	63	99401	886	228	198	211	310
14	420	249	35	51	50	50	64	99401	899	230	201	215	313
15	420	262	37	54	55	53	65	99999	912	232	204	219	316
16	420	275	39	57	57	56	66	99999	915	234	207	222	319
17	420	288	41	60	61	60	67	99999	918	236	210	224	322
18	420	301	43	63	64	62	68	99999	921	238	213	227	325
19	886	314	45	66	68	65	69	99999	924	240	216	231	328
20	886	327	47	69	70	70	70	99999	927	242	219	235	331
21	886	340	49	72	73	76	71	99999	930	244	222	238	334
22	886	353	51	75	78	80	72	99999	933	247	225	240	337
23	886	366	53	78	80	84	73	99999	936	250	228	244	340
24	1661	379	56	81	83	87	74	99999	939	253	231	247	343
25	1661	392	59	84	87	90	75	99999	942	256	234	250	346
26	1661	405	62	87	90	93	76	99999	945	259	237	253	348
27	1661	418	65	90	93	96	77	99999	948	262	240	257	350
28	2898	431	68	93	97	101	78	99999	951	265	243	261	352
29	2898	444	71	96	101	107	79	99999	954	268	246	264	354
30	2898	457	74	99	103	113	80	99999	957	271	249	267	356
31	2898	470	78	102	107	118	81	99999	960	274	252	270	358
32	2898	483	82	105	110	124	82	99999	963	277	255	274	360
33	2898	496	86	108	114	130	83	99999	966	280	258	277	362
34	4819	509	90	111	117	136	84	99999	969	283	261	281	364
35	4819	522	94	114	120	142	85	99999	972	286	264	283	366
36	4819	535	98	117	123	149	86	99999	975	289	267	286	368
37	11616	548	103	120	126	155	87	99999	978	292	270	290	370
38	11616	561	108	123	130	162	88	99999	981	295	273	292	372
39	11616	574	113	126	133	170	89	99999	984	298	276	297	373
40	11616	587	118	129	137	178	90	99999	987	301	279	300	374
41	11616	600	124	132	139	186	91	99999	990	304	282	303	375
42	11616	613	130	135	143	193	92	99999	993	307	285	306	376
43	11616	626	136	138	147	201	93	99999	996	310	288	310	377
44	11616	639	142	141	150	210	94	99999	999	313	291	313	378
45	11616	652	149	144	152	218	95	99999	1002	316	294	316	379
46	11616	665	156	147	156	226	96	99999	1005	319	297	319	380
47	11616	678	163	150	160	233	97	99999	1008	322	300	322	381
48	13522	691	171	153	161	240	98	99999	1011	325	303	327	382
49	13522	704	179	156	165	245	99	0	1014	328	306	329	383
50	20581	717	188	159	168	249							



SIMON

PROFILE

Main Weapon: Gun

Attack Compatibility: Air, Ground

Sub Weapon: Launcher

Attack Compatibility: None. You can only fire it while standing perfectly still on the ground.

Simon is a mysterious person. He's originally from Zerard, but otherwise doesn't talk about what his life was like before he joined the Dorgengoa Pirates. Likewise, he never takes off his spacesuit or shows anyone his face. Maybe he's some kind of alien? He certainly isn't shy; Simon is the friendliest pirate you could ever hope to meet. At worst, he's a little shallow, and easily fooled by appearances.

CHARACTERS - SIMON

Key Strengths

Simon can launch long jets of fire from his gun, which allow him to rack up damage faster than any other member of the party. He absolutely excels at playing a "fire support" role in the party (no pun intended).

He also has a tremendously useful selection of abilities. He has several that can do tremendous damage across an entire battlefield, and can hammer bosses for upwards of one thousand points of damage per shot. He can buff up his own attack potential with Amplification or temporarily buff the whole party with Gelamin X. His Smokescreen abilities inflict Confusion on enemies, making nasty random encounters much easier to handle.

Simon's launcher shots have a homing property and very long range, so he can easily fire over a melee attacker's head to pile extra damage onto an enemy. His main gun is very effective at clearing out flying enemies or heaping more damage onto ground-bound enemies from a safe distance. Further, Simon's main gun is the only ranged weapon in the game that can be fired an unlimited number of times in a single battle, and the only one that can be fired in the air.



Weaknesses

Simply put, Simon is slow and awkward. While he's a superb support character, controlling him can be a complete headache. He lacks a charge attack, so he can't break through special enemy defenses, and his main gun eats up action meter quickly. If you control Simon, you will spend a lot of time blocking and waiting for your action gauge to refill. He's overall a character best left to the CPU unless a challenge or other battle condition forces you to use him. Even then, you're best off relying on his abilities to do damage instead of his main weapons.



Notes

Simon's small stature gives him a commensurately small hitbox. A lot of enemy attacks simply pass over his head!

It only takes two attacks from Simon's launcher to completely deplete his action gauge.

Hold down the attack button and Simon's gun launches a continuous stream of fire. Tap it and it shoots a quick burst. He can shoot up to five quick bursts before depleting his action gauge.

Simon's Costumes

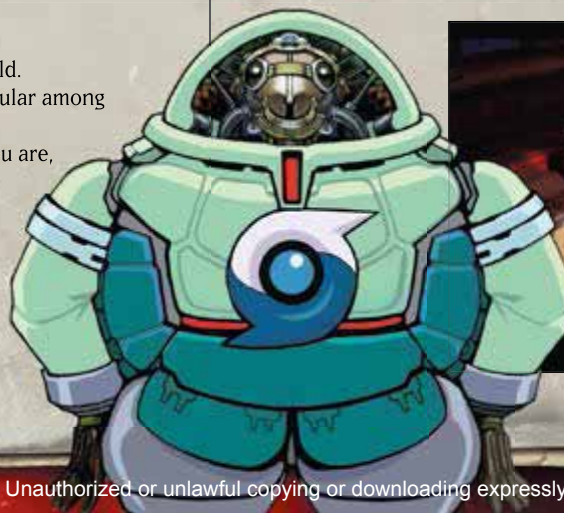
Spacesuit: A Daytron spacesuit that fits Simon's build.

Cosmo Jacket: A carefully crafted space jacket popular among those in the know. Exemplary fit and design.

Traditional Worksuit: No matter how laid back you are, once you put this baby on, you'll be ready to work all night.

Hand-Knit Sweater: A warm, hand-knit sweater. Just looking at it is enough to make the tears well up.

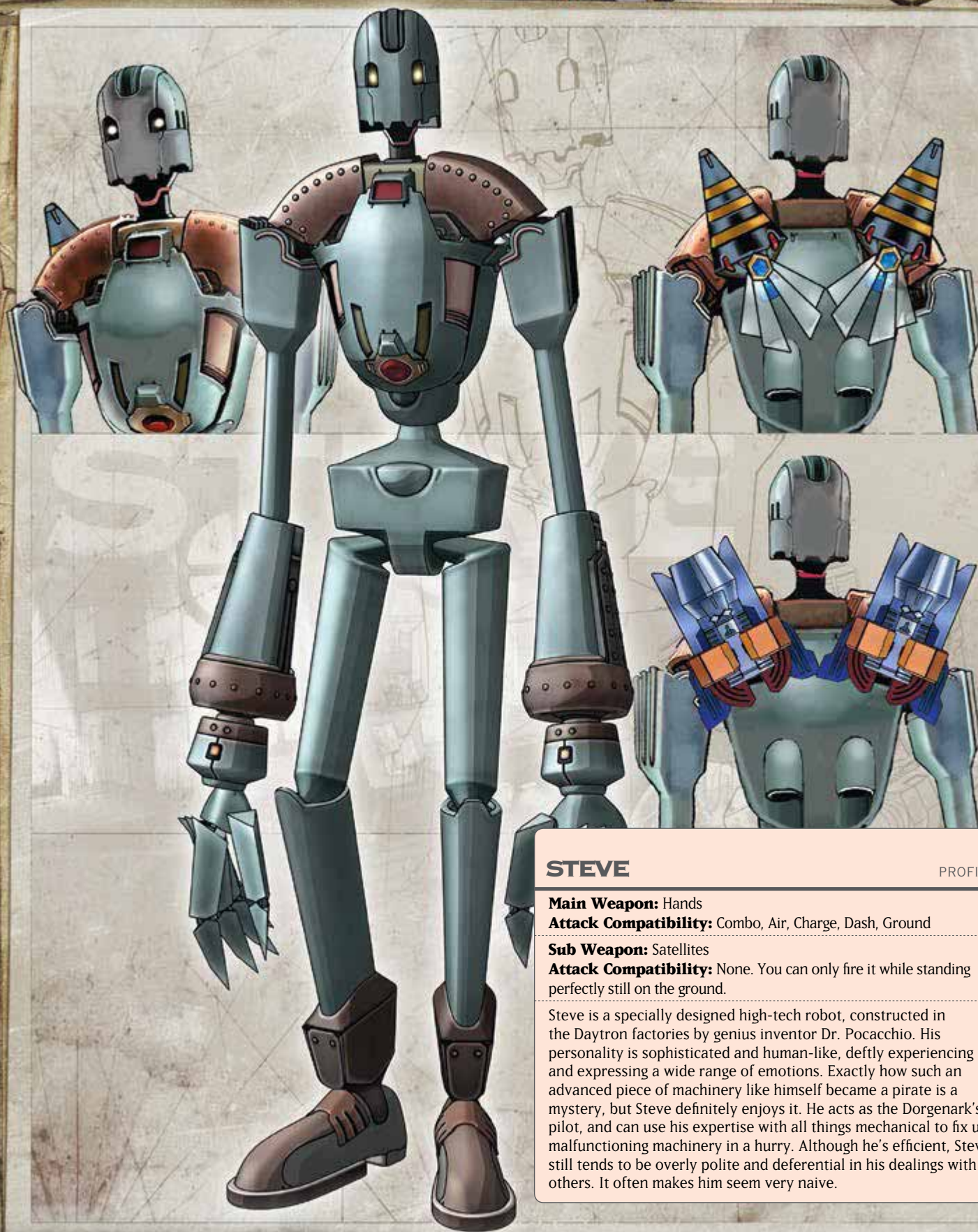
Zero-G Suit: A space worksuit that happens to also work great as surface wear. Well suited for battle.



Simon has a special sixth costume, but it's a secret! Check the Data section if you really want to know what it is, but be careful. Finding out will spoil part of the story for you.

SIMON'S EXPERIENCE CHART

Lvl	EXP Needed	Max HP	Max AP	Main ATK	Sub ATK	VIT	Lvl	EXP Needed	Max HP	Max AP	Main ATK	Sub ATK	VIT
1	35	85	18	21	23	26	51	20581	713	182	162	169	252
2	35	97	19	23	24	27	52	30926	726	191	165	171	255
3	35	109	20	24	25	29	53	30926	739	193	168	174	259
4	35	121	21	25	27	31	54	45999	752	195	171	177	263
5	35	133	22	26	28	32	55	67851	765	197	174	181	267
6	160	145	23	27	29	33	56	67851	778	199	177	184	273
7	160	157	24	30	32	34	57	99401	791	201	180	187	280
8	160	169	25	33	35	36	58	99401	804	203	183	191	287
9	160	181	26	36	38	37	59	99401	817	205	186	194	294
10	160	193	27	39	41	39	60	99401	830	207	190	198	301
11	420	205	28	42	44	41	61	99401	843	209	194	202	304
12	420	217	29	45	47	43	62	99401	856	211	198	205	306
13	420	229	30	48	51	46	63	99401	869	213	202	209	309
14	420	241	31	51	53	49	64	99401	883	215	206	212	312
15	420	253	33	54	56	52	65	99999	897	217	210	216	315
16	420	265	35	57	58	55	66	99999	900	219	214	220	318
17	420	277	37	60	61	59	67	99999	903	221	217	224	321
18	420	289	39	63	64	61	68	99999	906	223	220	227	324
19	886	301	41	66	66	64	69	99999	909	225	223	230	327
20	886	313	43	69	68	69	70	99999	912	227	226	234	330
21	886	325	45	72	71	75	71	99999	915	229	229	237	333
22	886	337	47	75	74	79	72	99999	918	231	232	240	336
23	886	349	49	78	78	83	73	99999	921	233	235	243	339
24	1661	362	51	81	82	86	74	99999	924	235	238	247	342
25	1661	375	53	84	85	89	75	99999	927	237	241	251	345
26	1661	388	56	87	88	92	76	99999	930	239	244	254	347
27	1661	401	59	90	92	95	77	99999	933	241	247	257	349
28	2898	414	62	93	94	100	78	99999	936	243	250	260	351
29	2898	427	65	96	98	106	79	99999	939	245	253	263	353
30	2898	440	68	99	100	112	80	99999	942	248	256	265	355
31	2898	453	71	102	104	117	81	99999	945	251	259	269	357
32	2898	466	74	105	107	123	82	99999	948	254	262	271	359
33	2898	479	78	108	110	129	83	99999	951	257	265	274	361
34	4819	492	82	111	113	135	84	99999	954	260	268	278	363
35	4819	505	86	114	116	141	85	99999	957	263	271	282	365
36	4819	518	90	117	119	148	86	99999	960	266	274	285	367
37	11616	531	94	120	123	154	87	99999	963	269	277	287	369
38	11616	544	99	123	126	161	88	99999	966	272	280	290	371
39	11616	557	104	126	129	169	89	99999	969	275	283	294	372
40	11616	570	109	129	133	177	90	99999	972	278	286	297	373
41	11616	583	114	132	136	185	91	99999	975	281	289	300	374
42	11616	596	119	135	140	192	92	99999	978	284	292	304	375
43	11616	609	125	138	143	200	93	99999	981	287	295	307	376
44	11616	622	131	141	146	209	94	99999	984	290	298	310	377
45	11616	635	137	144	149	217	95	99999	987	293	301	314	378
46	11616	648	144	147	153	225	96	99999	990	296	304	317	379
47	11616	661	151	150	156	232	97	99999	993	299	307	320	380
48	13522	674	158	153	160	239	98	99999	996	302	310	323	381
49	13522	687	166	156	162	244	99	0	999	305	313	326	382
50	20581	700	174	159	165	248							



STEVE

PROFILE

Main Weapon: Hands

Attack Compatibility: Combo, Air, Charge, Dash, Ground

Sub Weapon: Satellites

Attack Compatibility: None. You can only fire it while standing perfectly still on the ground.

Steve is a specially designed high-tech robot, constructed in the Daytron factories by genius inventor Dr. Pocacchio. His personality is sophisticated and human-like, deftly experiencing and expressing a wide range of emotions. Exactly how such an advanced piece of machinery like himself became a pirate is a mystery, but Steve definitely enjoys it. He acts as the Dorgenark's pilot, and can use his expertise with all things mechanical to fix up malfunctioning machinery in a hurry. Although he's efficient, Steve still tends to be overly polite and deferential in his dealings with others. It often makes him seem very naive.

CHARACTERS - STEVE

Key Strengths

Steve's Satellites are amazing weapons, capable of firing rapidly and inflicting heavy damage. They behave much like Jaster's blaster, but better. His long arms give his melee attacks a lot of reach, and he has an extremely useful charge attack. Steve is one of the few characters who gain abilities that act as defensive buffs, which can be invaluable when fighting enemies with unblockable attacks. He also gains a very useful offensive buff in Hyperdrive, and Center of Attention lets him draw enemy attacks away from other party members. Many of his other abilities have a low AP cost, and can almost be used freely during dungeon crawls. You may notice when you do the Daytron Factory dungeon that Steve has abilities like Wave Jammer, in addition to his pure strength and toughness, that make him particularly useful for fighting the mechanical enemies that spawn there.



STEVE'S EXPERIENCE CHART

Lvl	EXP Needed	Max HP	Max AP	Main ATK	Sub ATK	VIT	Lvl	EXP Needed	Max HP	Max AP	Main ATK	Sub ATK	VIT
1	35	78	23	19	18	28	51	20581	724	236	160	167	254
2	35	91	24	21	20	29	52	30926	737	247	163	169	257
3	35	104	25	22	21	31	53	30926	750	249	166	173	261
4	35	117	26	23	22	33	54	45999	763	252	169	175	265
5	35	130	27	24	23	34	55	67851	776	255	172	178	269
6	160	143	28	25	24	35	56	67851	789	258	175	181	275
7	160	156	29	28	27	36	57	99401	801	261	178	184	282
8	160	169	30	31	31	38	58	99401	813	264	181	188	289
9	160	182	32	34	34	39	59	99401	825	267	184	190	296
10	160	195	34	37	38	41	60	99401	837	270	187	193	303
11	420	208	36	40	41	43	61	99401	849	273	190	196	306
12	420	221	38	43	43	45	62	99401	861	276	193	200	308
13	420	234	40	46	48	48	63	99401	873	279	196	203	311
14	420	247	42	49	51	51	64	99401	885	282	199	207	314
15	420	260	44	52	53	54	65	99999	897	285	202	209	317
16	420	273	46	55	58	57	66	99999	900	288	205	213	320
17	420	286	48	58	62	61	67	99999	903	291	208	217	323
18	420	299	50	61	65	63	68	99999	906	294	211	219	326
19	886	312	52	64	68	66	69	99999	909	297	214	222	329
20	886	325	55	67	71	71	70	99999	912	300	217	227	332
21	886	338	58	70	75	77	71	99999	915	303	220	229	335
22	886	350	61	73	78	81	72	99999	918	306	223	232	338
23	886	362	64	76	80	85	73	99999	921	309	226	236	341
24	1661	374	67	79	83	88	74	99999	924	312	229	240	344
25	1661	386	70	82	87	91	75	99999	927	315	232	244	347
26	1661	398	73	85	91	94	76	99999	930	318	235	248	349
27	1661	410	77	88	94	97	77	99999	933	321	238	251	351
28	2898	422	81	91	97	102	78	99999	936	324	241	253	353
29	2898	434	85	94	100	108	79	99999	939	327	244	257	355
30	2898	446	89	97	102	114	80	99999	942	330	247	261	357
31	2898	458	93	100	106	119	81	99999	945	333	250	264	359
32	2898	470	97	103	109	125	82	99999	948	336	253	266	361
33	2898	482	102	106	111	131	83	99999	951	339	256	271	363
34	4819	494	107	109	115	137	84	99999	954	342	259	273	365
35	4819	507	112	112	117	143	85	99999	957	345	262	277	367
36	4819	520	117	115	121	150	86	99999	960	348	265	279	369
37	11616	533	123	118	125	156	87	99999	963	351	268	283	371
38	11616	546	129	121	126	163	88	99999	966	355	271	285	373
39	11616	559	135	124	130	171	89	99999	969	359	274	289	374
40	11616	573	141	127	134	179	90	99999	972	363	277	292	375
41	11616	587	148	130	138	187	91	99999	975	367	280	295	376
42	11616	601	155	133	140	194	92	99999	978	371	283	297	377
43	11616	615	162	136	144	202	93	99999	981	375	286	301	378
44	11616	629	170	139	147	211	94	99999	984	379	289	304	379
45	11616	643	178	142	149	219	95	99999	987	383	292	307	380
46	11616	657	187	145	153	227	96	99999	990	387	295	310	381
47	11616	671	196	148	156	234	97	99999	993	391	298	313	382
48	13522	685	205	151	159	241	98	99999	996	395	301	316	383
49	13522	698	215	154	162	246	99	0	999	399	304	319	384
50	20581	711	225	157	164	250							

Weaknesses

Steve's melee attacks are slow and somewhat awkward. He can demolish ground-bound enemies quickly with his powerful combos, but can struggle to fight airborne or giant-size enemies. While he does have a wide range of abilities at his disposal,

only Hyperdrive and Protection are particularly useful. The others are comparatively weak and become nearly useless toward the end of the game. Steve often struggles with enemies that he can't damage easily with his Satellites.

Notes

Steve's charge attack, like Jaster's, has a useful 360-degree radius. Couple this with Center of Attention if you need a little fast crowd control.

Steve's Costumes

Titanium Armor: Standard titanium armor, widely used as plating for robots.

Reflect Armor: Tempered titanium armor. Highly resilient to physical attacks.

Zeranium Armor: Expensive armor made of scarce Zeranium metal. Equip to join the robot upper class.

Energy Armor: Hi-tech armor made of a special metal that emits energy.

Izerium Armor: The strongest armor in the galaxy. Only a select few robots can equip it.





KISALA

PROFILE

Main Weapon: Dagger

Attack Compatibility: Combo, Air, Charge, Dash, Ground

Sub Weapon: Footwork

Attack Compatibility: Combo, Air, Dash

As Captain Dorgengoa's daughter, Kisala is as much a pirate as anyone else on the Dorgenark. Her sweet exterior belies a very clever and capable young woman who hasn't been a bit spoiled by her position of influence. Kisala is canny and hard to fool, but is also rather more compassionate than seems to be the norm for a pirate. She'll loot and treasure hunt happily, but if she can help someone out while helping herself, rest assured that Kisala will do things that way. If anything, she may worry about other people's feelings far more than she worries about herself.

CHARACTERS - KISALA

Key Strengths

Kisala is a swift and aggressive attacker. She's easy to control and is also quite effective in the CPU's hands. She excels at maneuverability and has one of the only two sub-weapons in the game that can be used to do combo damage. Her ability selection comes loaded with powerful damage-dealing techniques. Most importantly, she has the only abilities in the game that can be used to both cure and protect against status ailments. She's an ideal party member both for boss battles, and for handling areas where the random encounters usually spawn large parties of monsters. Her flurries of attacks can neatly paralyze an enemy by leaving them trapped in hitstun.



Weaknesses

Kisala's most glaring weakness is that in a game where long-range damage output is often essential, she doesn't have a ranged attack. Kisala's sheer speed helps compensate for this, but her attacks also have a noticeably narrower range than those of virtually

any other character in the game. Her damage output falls further behind the other characters the farther in the game you get, and toward the end of the game she may be one of your weakest damage-dealers. Her strong direct-damage abilities neatly compensate for her lack of any ranged attack capacity, but she lacks any of the self-buffing abilities that are necessary in a truly superior melee combatant (like Jaster or Zegram).

Notes

Kisala's "sub-weapon" takes the form of swift kicks, and she can actually pursue enemies over long distances while using them. She can even effortlessly pursue enemies into the air and start long combos. With a little practice, you can use Kisala's sub-weapon to quickly get her toward distant enemies about as easily as some characters could attack with a ranged weapon.

Even though her sub-weapon isn't technically long-range, Kisala's kicks still have an ammo clip restriction. Maybe chasing enemies all over the field just gets really tiring after awhile.

Kisala's Costumes

Light Skirt: Kisala's everyday wear. Easy to move around in, and fashionable to boot.

Phantom Robe: A robe with a strange atmosphere to it. Inlaid with stunning Star Soul gems.

Arina's Sleeve: Clothing modeled after a traditional dress suit, done in a reassuring style similar to culottes.

Tribal Two-Piece: A stimulating two-piece set that's a cut above in style and sexiness.

Her Majesty's Attire: A queen's vesture with a mysterious air about it. Its beauty is bewitching.

Kisala's Swimsuit: A cute two-piece swimsuit whose simple lines truly bring out the wearer's charms.

KISALA'S EXPERIENCE CHART

Lvl	EXP Needed	Max HP	Max AP	Main ATK	Sub ATK	VIT	Lvl	EXP Needed	Max HP	Max AP	Main ATK	Sub ATK	VIT
1	35	70	22	18	19	25	51	20581	713	230	159	167	251
2	35	82	23	20	21	26	52	30926	726	241	162	170	254
3	35	94	24	21	22	28	53	30926	739	243	165	173	258
4	35	106	25	22	24	30	54	45999	752	245	168	177	262
5	35	118	26	23	25	31	55	67851	765	247	171	180	266
6	160	130	27	24	26	32	56	67851	778	249	174	183	272
7	160	142	28	27	29	33	57	99401	791	252	177	186	279
8	160	154	29	30	32	35	58	99401	804	255	180	190	286
9	160	167	30	33	35	36	59	99401	817	258	183	192	293
10	160	180	32	36	38	38	60	99401	830	261	186	196	300
11	420	193	34	39	41	40	61	99401	843	264	189	198	303
12	420	206	36	42	45	42	62	99401	856	267	192	201	305
13	420	219	38	45	47	45	63	99401	869	270	195	205	308
14	420	232	40	48	50	48	64	99401	883	273	198	208	311
15	420	245	42	51	54	51	65	99999	897	276	201	211	314
16	420	258	44	54	57	54	66	99999	900	279	204	214	317
17	420	271	46	57	60	58	67	99999	903	282	207	218	320
18	420	284	48	60	63	60	68	99999	906	285	210	221	323
19	886	297	50	63	66	63	69	99999	909	288	213	224	326
20	886	310	52	66	69	68	70	99999	912	291	216	227	329
21	886	323	55	69	72	74	71	99999	915	294	219	230	332
22	886	336	58	72	76	78	72	99999	918	297	222	234	335
23	886	349	61	75	79	82	73	99999	921	300	225	237	338
24	1661	362	64	78	82	85	74	99999	924	303	228	240	341
25	1661	375	67	81	86	88	75	99999	927	306	231	243	344
26	1661	388	70	84	88	91	76	99999	930	309	234	246	346
27	1661	401	73	87	92	94	77	99999	933	312	237	249	348
28	2898	414	77	90	95	99	78	99999	936	315	240	252	350
29	2898	427	81	93	98	105	79	99999	939	318	243	256	352
30	2898	440	85	96	101	111	80	99999	942	321	246	258	354
31	2898	453	89	99	104	116	81	99999	945	324	249	261	356
32	2898	466	93	102	108	122	82	99999	948	327	252	264	358
33	2898	479	98	105	110	128	83	99999	951	330	255	267	360
34	4819	492	103	108	114	134	84	99999	954	333	258	270	362
35	4819	505	108	111	116	140	85	99999	957	336	261	273	364
36	4819	518	113	114	120	147	86	99999	960	339	264	276	366
37	11616	531	118	117	122	153	87	99999	963	342	267	280	368
38	11616	544	124	120	126	160	88	99999	966	345	270	283	370
39	11616	557	130	123	130	168	89	99999	969	348	273	286	371
40	11616	570	136	126	133	176	90	99999	972	351	276	290	372
41	11616	583	143	129	136	184	91	99999	975	355	279	293	373
42	11616	596	150	132	139	191	92	99999	978	359	282	296	374
43	11616	609	157	135	142	199	93	99999	981	363	285	299	375
44	11616	622	165	138	145	208	94	99999	984	367	288	302	376
45	11616	635	173	141	148	216	95	99999	987	371	291	305	377
46	11616	648	181	144	151	224	96	99999	990	375	294	308	378
47	11616	661	190	147	154	231	97	99999	993	379	297	310	379
48	13522	674	199	150	157	238	98	99999	996	383	300	314	380
49	13522	687	209	153	160	243	99	0	999	387	303	317	381
50	20581	700	219	156	164	247							





ZEGRAM

PROFILE

Main Weapon: Sword

Attack Compatibility: Combo, Air, Charge, Dash, Ground

Sub Weapon: Shuriken

Attack Compatibility: None. You can only fire it while standing perfectly still on the ground.

Zegram's not an official member of the Dorgengoa Pirates, even though he seems to be the most pirate-like of the lot. He's one of many elite Hunters that the Captain is hiring on, presumably to tackle some enormous and hugely profitable challenge. As befits a mercenary, Zegram is aloof and diffident, and offers no clues as to his past history. He doesn't think much of the kindly Dorgengoa Space Pirates, and thinks even less of Jaster. He prides himself on being a friendless "Lone Wolf" without friends or any particular allegiances, and all he seems to care about at the end of the day is turning a profit. It's anyone's guess quite how long Zegram is going to manage working with the friendliest pirate crew in space.

CHARACTERS - ZEGRAM

Key Strengths

Zegram is a damage-dealing monster early on, and he doesn't slow down very much as the game progresses. Thanks to his Twin Sword ability that doubles his attack power, Zegram actually keeps up with Jaster's melee damage output better than just about any other character. He's tremendously useful against bosses, and on top of that, he has a full-party buff in Drunken Burst.

Zegram requires a bit of practice to get used to. His sword strokes have more reach than Jaster's, but he's noticeably slower. Some of this is made up for with his powerful Shuriken sub-weapon, which usually does more raw damage than Jaster's blasters. While Zegram can't fire shots off quite as rapidly as Jaster, the shuriken have a slight homing capability, and will curve toward their intended target. Zegram and Jaster, when in the same party, can inflict a monstrous amount of damage.



Weaknesses

Zegram doesn't have many real problems, other than his somewhat slow movement speed. His charge attack is probably his most glaring weakness, since it can only strike enemies that are directly in front of him. His swings also don't knock

enemies away from him quite as easily as other characters' do, so he's a bit more likely to get blindsided by an enemy that's standing near his target. He also can't fire his shuriken off very quickly.

Notes

No, you can't stack Drunken Burst and Twin Swords. Using one will supersede the other. Drunken Burst, like most party buffs, doesn't last very long, so Twin Swords usually offers more proverbial bang for your buck. If you're in a boss fight where you have a limited amount of time to go on the offensive, then Drunken Burst is better.

If you pull back on your analog stick and hit the jump button, Zegram does a little backwards roll. It functions similarly to Jaster's backflip, but isn't quite as good.

Watch Zegram carefully when he's using Twin Swords; his entire set of attack animations changes. You can actually see him wielding both swords.

Zegram's Lightning ability, aside from doing moderate damage to enemies, can inflict Shocked status as well. This makes it a useful desperation move if enemies are overwhelming you during a random encounter.



Zegram's Costumes

Ebony Coat: The Black Wolf's signature thick coat. Heavy and hard to move in, but still an old favorite.

Wanderer's Coat: A coat suited for battle, regularly worn by hunters wandering the galaxy.

Lupine Coat: A rugged coat. Only A-class hunters with the title "Wolf" are allowed to wear it.

Swordsman's Gi: An attractive piece of work, said to have been worn by a legendary vagrant swordsman.

Midnight Cloak: A dark outfit. Houses demons and goblins that invade the hearts of the weak.

ZEGRAM'S EXPERIENCE CHART

Lvl	EXP Needed	Max HP	Max AP	Main ATK	Sub ATK	VIT	Lvl	EXP Needed	Max HP	Max AP	Main ATK	Sub ATK	VIT
1	35	85	19	22	21	26	51	20581	722	201	179	174	252
2	35	97	20	24	23	27	52	30926	735	211	182	178	255
3	35	109	21	25	24	29	53	30926	748	213	185	181	259
4	35	121	22	26	26	31	54	45999	761	215	188	184	263
5	35	133	23	27	27	32	55	67851	774	217	191	187	267
6	160	145	24	28	28	33	56	67851	787	219	194	191	273
7	160	157	25	31	29	34	57	99401	800	221	197	194	280
8	160	169	26	34	33	36	58	99401	813	223	200	198	287
9	160	181	27	38	35	37	59	99401	825	225	203	202	294
10	160	193	28	42	39	39	60	99401	837	227	206	205	301
11	420	205	29	46	43	41	61	99401	849	229	209	208	304
12	420	217	30	50	47	43	62	99401	861	231	212	211	306
13	420	229	32	54	49	46	63	99401	873	233	216	215	309
14	420	241	34	58	52	49	64	99401	885	235	220	218	312
15	420	254	36	62	56	52	65	99999	897	237	224	221	315
16	420	267	38	66	59	55	66	99999	900	239	228	224	318
17	420	280	40	70	64	59	67	99999	903	241	232	230	321
18	420	293	42	74	67	61	68	99999	906	243	236	233	324
19	886	306	44	78	70	64	69	99999	909	245	240	236	327
20	886	319	46	82	74	69	70	99999	912	248	244	239	330
21	886	332	48	85	76	75	71	99999	915	251	248	244	333
22	886	345	50	88	80	79	72	99999	918	254	251	245	336
23	886	358	52	91	82	83	73	99999	921	257	254	248	339
24	1661	371	55	94	86	86	74	99999	924	260	258	253	342
25	1661	384	58	97	88	89	75	99999	927	263	262	256	345
26	1661	397	61	100	92	92	76	99999	930	266	265	258	347
27	1661	410	64	103	95	95	77	99999	933	269	268	262	349
28	2898	423	67	106	97	100	78	99999	936	272	271	264	351
29	2898	436	70	109	100	106	79	99999	939	275	274	268	353
30	2898	449	73	112	105	112	80	99999	942	278	277	270	355
31	2898	462	77	115	108	117	81	99999	945	281	280	275	357
32	2898	475	81	119	110	123	82	99999	948	284	283	278	359
33	2898	488	85	123	115	129	83	99999	951	287	286	282	361
34	4819	501	89	127	117	135	84	99999	954	290	289	286	363
35	4819	514	93	131	122	141	85	99999	957	293	292	289	365
36	4819	527	98	134	125	148	86	99999	960	296	295	292	367
37	11616	540	103	137	128	154	87	99999	963	299	298	296	369
38	11616	553	108	140	132	161	88	99999	966	302	301	299	371
39	11616	566	113	143	134	169	89	99999	969	305	304	301	372
40	11616	579	119	146	137	177	90	99999	972	308	307	305	373
41	11616	592	125	149	140	185	91	99999	975	311	310	308	374
42	11616	605	131	152	144	192	92	99999	978	314	313	313	375
43	11616	618	137	155	147	200	93	99999	981	317	316	316	376
44	11616	631	144	158	150	209	94	99999	984	320	319	320	377
45	11616	644	151	161	155	217	95	99999	987	323	322	323	378
46	11616	657	158	164	158	225	96	99999	990	326	325	326	379
47	11616	670	166	167	160	232	97	99999	993	329	328	328	380
48	13522	683	174	170	163	239	98	99999	996	332	331	332	381
49	13522	696	183	173	167	244	99	0	999	335	334	334	382
50	20581	709	192	176	170	248							



LILIKA

PROFILE

Main Weapon: Bow & Arrows

Attack Compatibility: Charge

Sub Weapon: Hatchet

Attack Compatibility: Air, Dash, Ground, Combo

Lilika hails from the remote and primitive Burkaqua Tribe that live on the jungle planet Juraika. She's in line to succeed as village chief when the time comes, and it's not hard to see why. She's a superb warrior, a canny tactician, and a natural leader. Although her talk about spirits might lead you to think of her as excessively religious or superstitious, for Lilika that sort of thing is just a fact of life, and she is nothing if not matter-of-fact. Don't even try to keep secrets from her or lie to her; she'll see through you in a minute, and she won't be very happy with your attempts at deception...

CHARACTERS - LILIKA

Key Strengths

Lilika basically inverts the usual control scheme for characters in *Rogue Galaxy*. Her primary attack is her ranged attack, which has the usual ammo clip restrictions. Her secondary attack is her melee attack, which operates in the usual fashion. Once you adjust to the inverted controls and her rather slow walking speed, Lilika is a very powerful character. Her ability to charge her arrow shots lets her deal some of the heaviest ranged damage in the game, and charged arrows are an excellent way to quickly batter down enemy defenses. Her hatchet has short range, but deals decent damage and swings in round, circular strokes that do a good job of knocking enemies away from her.



A wide range of useful damage-dealing abilities rounds out Lilika's arsenal. While both of her damage-dealing abilities are relatively weak, they both apply status effects along with damage. War God's Cry buffs up allies, while Voodoo Dance debuffs and Confuses enemies. For handling bosses, Lilika has important weapon-enhancing self-buffs like Blast Arrow and Serpentine Arrow that let her do even more tremendous damage with ranged attacks. She's a great asset in boss battles where getting close enough to the enemy to pummel it with melee damage just isn't an option.

Weaknesses

In practice, it's very hard to directly control Lilika and get as much benefit from her abilities as you can if you just leave her in the CPU's hands. Part of this is her inverted control scheme, but some of it is the CPU just being able to attack more quickly with her. In a random encounter, the CPU can be firing off charged arrows before you even get control of your character.



Lilika is at a severe disadvantage when fighting giant-type enemies, who must be damaged with air or ground combos. The hatchet's short reach makes getting close enough to score hits a little suicidal. She's also at a disadvantage when fighting in close quarters, since she needs to be clear of enemies to get arrows off consistently.

Finally, the ammo restriction on her arrows severely restricts how many shots she can fire out of a clip, especially if you're charging shots. This slows down her damage output considerably by forcing her to rely on her hatchet while her ammo gauge fills back up.

Notes

Lilika lowers her body to the ground while blocking, making her hitbox much smaller. In this stance, she has the same advantages that Simon enjoys from his short stature; a lot of attacks simply fly over her head. She also suffers less knockback while blocking than many other characters.

While her reach with hatchet combos is limited, Lilika can cover ground more quickly with her attack combos than she can by walking. Her hatchet's dash attack all but throws her across the screen. If you get the hang of manipulating this, it goes a long way toward making her a more survivable lead character.

Lilika's Costumes

Warrior's Clothes: A common outfit among Burkaquan tribesmen. Made for the active warrior.

Stealth Clothes: An outfit worn by sublime warriors of a faraway land who hold the sword in their hearts.

Royal Servant's Clothes: An outfit handed down through generations of those who served their lord faithfully.

Star Traveler's Outfit: Originally worn by those ousted from the village, it now also symbolizes the outcast's freedom.

Sun's Beloved Wear: The ancient ancestors of the Juraikan people were rumored to have worn these very clothes.

LILIKA'S EXPERIENCE CHART

Lvl	EXP Needed	Max HP	Max AP	Main ATK	Sub ATK	VIT	Lvl	EXP Needed	Max HP	Max AP	Main ATK	Sub ATK	VIT
1	35	75	23	20	18	27	51	20581	715	234	193	182	253
2	35	87	24	22	21	28	52	30926	728	245	196	185	256
3	35	99	25	24	22	30	53	30926	741	247	199	187	260
4	35	111	26	25	24	32	54	45999	754	249	202	191	264
5	35	123	27	26	25	33	55	67851	767	252	205	194	268
6	160	135	28	27	27	34	56	67851	780	255	208	198	274
7	160	147	29	30	29	35	57	99401	793	258	211	200	281
8	160	159	30	33	32	37	58	99401	806	261	214	204	288
9	160	172	32	36	35	38	59	99401	819	264	217	207	295
10	160	185	34	39	38	40	60	99401	832	267	220	209	302
11	420	198	36	42	43	42	61	99401	845	270	223	213	305
12	420	211	38	45	46	44	62	99401	858	273	226	216	307
13	420	224	40	48	49	47	63	99401	871	276	229	218	310
14	420	237	42	51	52	50	64	99401	884	279	232	221	313
15	420	250	44	54	55	53	65	99999	897	282	235	224	316
16	420	263	46	57	59	56	66	99999	900	285	238	227	319
17	420	276	48	61	63	60	67	99999	903	288	241	230	322
18	420	289	50	65	66	62	68	99999	906	291	244	234	325
19	886	301	52	69	70	65	69	99999	909	294	247	236	328
20	886	314	55	73	74	70	70	99999	912	297	250	239	331
21	886	327	58	77	77	76	71	99999	915	300	253	243	334
22	886	340	61	81	81	80	72	99999	918	303	256	245	337
23	886	352	64	85	84	84	73	99999	921	306	259	247	340
24	1661	365	67	89	87	87	74	99999	924	309	262	252	343
25	1661	378	70	93	91	90	75	99999	927	312	265	254	346
26	1661	391	73	97	95	93	76	99999	930	315	268	258	348
27	1661	404	76	101	99	96	77	99999	933	318	271	261	350
28	2898	417	80	105	102	101	78	99999	936	321	274	265	352
29	2898	429	84	109	106	107	79	99999	939	324	277	269	354
30	2898	442	88	113	109	113	80	99999	942	327	280	272	356
31	2898	455	92	117	114	118	81	99999	945	330	283	274	358
32	2898	468	96	121	116	124	82	99999	948	333	286	277	360
33	2898	481	101	125	120	130	83	99999	951	336	289	282	362
34	4819	494	106	129	123	136	84	99999	954	339	292	284	364
35	4819	507	111	132	127	142	85	99999	957	342	295	288	366
36	4819	520	116	135	129	149	86	99999	960	345	298	292	368
37	11616	533	122	138	132	155	87	99999	963	348	301	294	370
38	11616	546	128	141	135	162	88	99999	966	351	304	298	372
39	11616	559	134	145	139	170	89	99999	969	355	307	301	373
40	11616	572	140	149	143	178	90	99999	972	359	310	305	374
41	11616	585	147	153	147	186	91	99999	975	363	313	307	375
42	11616	598	154	157	149	193	92	99999	978	367	316	310	376
43	11616	611	161	161	154	201	93	99999	981	371	319	314	377
44	11616	624	169	165	156	210	94	99999	984	375	322	318	378
45	11616	637	177	169	161	218	95	99999	987	379	325	320	379
46	11616	650	185	173	165	226	96	99999	990	383	328	322	380
47	11616	663	194	177	168	233	97	99999	993	387	331	327	381
48	13522	676	203	181	171	240	98	99999	996	391	334	329	382
49	13522	689	213	185	174	245	99	0	999	395	337	332	383
50	20581	702	223	189	178	249							



JUPIS

PROFILE

Main Weapon: Spear

Attack Compatibility: Combo, Air, Charge, Dash, Ground

Sub Weapon: Flying Disc

Attack Compatibility: None. You can only fire it while standing perfectly still on the ground.

While working for the Daytron Corporation in Zerard, Jupis Tooki McGanel quickly established himself as one of the finest hackers, inventors, engineers, and scientists in the known universe. Along with his brilliance come many eccentric habits and a temperamental personality. He's prone to fits of hubris, obnoxiousness, and outright arrogance. Jupis compulsively adores Juraikan coffee and other gourmet snacks, considering them fuel for his creative genius, and he likes nothing better than working until he passes out at his workstation. For Jupis his work was his entire life, so when the Daytron Corporation fired him, he went quite mad with grief and outrage. Although he's ordinarily a coward, his spiral into insanity makes him quite vicious...

CHARACTERS - JUPIS

Key Strengths

Jupis is *Rogue Galaxy*'s master of crowd control. While his melee attacks tend to do very poor damage, he can easily hit two or three enemies at a time with a single swing. This can lock down entire groups of enemies by keeping them trapped in hitstun. Even better, his charge attack generates a ground wave that lets him break down special enemy defenses from a safe distance.

He has an array of abilities that are, likewise, perfectly suited for managing large groups. He gets a wide array of damage-dealing abilities that simply devastate large groups of enemies, some damage abilities that pile on negative status effects, and a decent party buff in Aromatic Boost.

If random encounters are giving you trouble, put Jupis in your party along with a strong damage-dealer like Zegram, and you'll probably see your troubles start to evaporate. He's surprisingly spry given his alien Granshee physique, and he's actually one of the easiest party members to control. There are a few dungeons where controlling him is, in fact, an easy way to manage random encounters.

Weaknesses

Jupis's ranged attack is so hard to use that he might as well not have one. While his flying discs are slow, you can have more than one in the air at once. In theory, this is supposed to let you hammer a single enemy with lots of damage. In practice, Jupis's discs fly so slowly and deliver so little damage that it's not actually worth the time it takes to throw them (which is considerable). You can change this by using his Crash Ball ability (see below).

Because he doesn't really excel at raw damage output, Jupis has no place in boss battles. His ability loadout is similar to but generally less effective than Simon's, and there's really no reason to ever use Jupis over Simon as far as that goes. Even if you go out of your way to get Jupis the very best equipment possible for him, and unlock all of his best abilities quickly, he's always going to inflict less damage than most of your other characters.

Notes

Jupis's Crash Ball ability is a self-buff that specifically boosts his ranged attack damage. More than that, it completely changes Jupis's attack animations and the way his ranged attack behaves. While Crash Ball is in effect, Jupis's flying discs become whirling bolas that fly through the air much faster and deal more damage, while still having their usual homing properties. Jupis can also throw them much faster, and they take up less of his ammo gauge per projectile. While Jupis using Crash Ball still results in a less effective ranged combatant than, say, Zegram at default, it's still a must if you are ever in a situation where Jupis really needs to do ranged damage.



Jupis's Costumes

Leather Wear: Jupis's favorite clothing, made from animal hides. What kind of animal is still unknown...

Vintage Wear: Exquisite clothes made from only the best fabric. Most citizens are awestruck by it.

Riding Outfit: A lightweight, highly breathable bike suit. The favorite of galactic space messengers.

Lab Coat: A regular white lab coat. Jupis's defense rises when he puts it on. Exactly why is unknown.

Hi-Tech Mobile Wear: It's so hi-tech, computer chips are actually embedded into its fabric.

JUPIS'S EXPERIENCE CHART

Lvl	EXP Needed	Max HP	Max AP	Main ATK	Sub ATK	VIT	Lvl	EXP Needed	Max HP	Max AP	Main ATK	Sub ATK	VIT
1	35	73	18	17	16	25	51	20581	719	187	184	173	251
2	35	85	19	19	17	26	52	30926	732	196	188	176	254
3	35	97	20	20	18	28	53	30926	744	198	192	180	258
4	35	109	21	21	19	30	54	45999	756	200	196	183	262
5	35	121	22	22	22	31	55	67851	768	202	200	188	266
6	160	133	23	23	23	32	56	67851	780	204	204	191	272
7	160	145	24	26	25	33	57	99401	792	206	208	195	279
8	160	157	25	29	27	35	58	99401	804	208	212	198	286
9	160	170	26	32	30	36	59	99401	817	210	216	202	293
10	160	183	27	35	33	38	60	99401	830	212	220	205	300
11	420	196	28	38	37	40	61	99401	843	214	224	209	303
12	420	210	29	41	40	42	62	99401	856	216	227	212	305
13	420	224	30	44	44	45	63	99401	869	218	230	215	308
14	420	238	32	47	47	48	64	99401	883	220	233	218	311
15	420	251	34	50	49	51	65	99999	897	222	236	221	314
16	420	264	36	53	52	54	66	99999	900	224	239	223	317
17	420	277	38	56	54	58	67	99999	903	226	242	226	320
18	420	290	40	59	58	60	68	99999	906	228	245	230	323
19	886	303	42	62	61	63	69	99999	909	230	248	232	326
20	886	316	44	65	64	68	70	99999	912	232	251	236	329
21	886	329	46	68	66	74	71	99999	915	234	254	238	332
22	886	342	48	71	70	78	72	99999	918	236	257	242	335
23	886	355	50	74	74	82	73	99999	921	238	260	244	338
24	1661	368	52	77	76	85	74	99999	924	240	263	248	341
25	1661	381	55	80	78	88	75	99999	927	242	266	251	344
26	1661	394	58	84	83	91	76	99999	930	244	269	254	346
27	1661	407	61	88	85	94	77	99999	933	246	272	257	348
28	2898	420	64	92	89	99	78	99999	936	249	275	260	350
29	2898	433	67	96	94	105	79	99999	939	252	278	262	352
30	2898	446	70	100	97	111	80	99999	942	255	281	265	354
31	2898	459	73	104	101	116	81	99999	945	258	284	269	356
32	2898	472	77	108	105	122	82	99999	948	261	287	272	358
33	2898	485	81	112	108	128	83	99999	951	264	290	275	360
34	4819	498	85	116	112	134	84	99999	954	267	293	277	362
35	4819	511	89	120	115	140	85	99999	957	270	296	281	364
36	4819	524	93	124	119	147	86	99999	960	273	299	284	366
37	11616	537	97	128	122	153	87	99999	963	276	302	286	368
38	11616	550	102	132	126	160	88	99999	966	279	305	290	370
39	11616	563	107	136	129	168	89	99999	969	282	308	293	371
40	11616	576	112	140	134	176	90	99999	972	285	311	295	372
41	11616	589	117	144	137	184	91	99999	975	288	314	298	373
42	11616	602	123	148	140	191	92	99999	978	291	317	302	374
43	11616	615	129	152	143	199	93	99999	981	294	320	305	375
44	11616	628	135	156	148	208	94	99999	984	297	323	308	376
45	11616	641	141	160	151	216	95	99999	987	300	326	310	377
46	11616	654	148	164	154	224	96	99999	990	303	329	314	378
47	11616	667	155	168	159	231	97	99999	993	306	332	317	379
48	13522	680	162	172	161	238	98	99999	996	309	335	319	380
49	13522	693	170	176	165	243	99	0	999	312	338	323	381
50	20581	706	178	180	170	247							



DEEGO

PROFILE

Main Weapon: Axe

Attack Compatibility: Combo, Air, Charge, Dash, Ground

Sub Weapon: Cannon

Attack Compatibility: None. You can only fire it while standing perfectly still on the ground.

Deego was a soldier once, until he got sent on the inevitable mission that went sour. He left it with a cybernetic arm and a sense of total apathy. Thus far, he's been content to spend his life on the mining planet Vedan, drinking his life away in Angela's Bar. He tries to steer clear of trouble, but one of his old friends has fallen in with the local mafia, and he may not have a choice for much longer.

CHARACTERS - DEEGO

Key Strengths

Deego's melee attack is just a little less powerful than Zegram's throughout most of the game, but Deego has much better reach. He can fill Jupis's crowd control role nearly as well, while hitting enemies at least twice as hard. His ranged attack is decent, and changes somewhat depending on what kind of cannon you've equipped to him. Gatling cannons won't do tremendous damage to enemies but can knock the target halfway across the battlefield. Burst cannons do heavier damage per shot but don't give you as much knockback.

Deego has a pretty useful range of abilities once you've unlocked them. He gets a lot of damage-dealing abilities that are similar to Simon's and only slightly less powerful. With a party-defense buff like Steve's Protection in Bone Shield and a self-buff for damage in Top Dog, Deego can effectively contribute to boss battles. Deego is essentially a strong all-around character who's good to put in the party when you're not sure what to expect. He's also a good fire support character if you're in an area where the enemies call for strong melee attackers.



Weaknesses

Deego's major weakness is that he simply doesn't have a specialty. You're unlikely to encounter a particular situation in the game and think, "Okay, I should use Deego for this." There is usually another character that's a little bit better at whatever needs doing.

You'll also notice that Deego is a very slow character. This isn't as much of a drawback as it might seem to be at first (see below), but it does mean that there's a learning curve when it comes to controlling him well. Unlike other characters, there is a point early in the story when you'll need to control Deego solo during a fight.

Both of Deego's cannon types chew through his ammo gauge very, very quickly, so you can't really rely on them to do damage. You can generally squeeze off bursts of fire before wading in with Deego's axe.

Since Deego shows up in the party last, it takes some extra work to catch his Revelation Flow up to your other characters'. He joins, like everyone else, with basically nothing unlocked. Your top priority should be unlocking Wonder Howl as quickly as possible so you can unlock Deego's Burning Strikes. It's honestly not a bad idea to give his Revelation development priority until the end of Chapter 6 or so.

Notes

There are some exceptions, but most of Deego's attack animations can be cancelled mid-swing by blocking. This really offsets his general lack of speed. You can't generally cancel out of his double-swinging animations, so don't start a combo with Deego unless you're going to commit to it.

His "Our Song" ability can't possibly be unlocked before Chapter 12 in the game. One of the components for its Revelation is the Keepsake Coin, which you obtain as part of the plot events in Chapter 12.



Deego's Costumes

Taurus Attachment: A strong, sturdy attachment that boasts air-tight construction.

Heavy Attachment: A thick, heavy attachment made with an eye toward defensive effectiveness.

Longardian Armor: Super A-class armor from the Longardian forces. Only the most achieved soldiers are issued it.

Destructo Attachment: An attachment tailor-made for Quans. It packs too much power for ordinary people to use well.

Full Metal Jacket: The only remaining battle gear from a Longardian assault force that existed 10 years ago.

DEEGO'S EXPERIENCE CHART

Lvl	EXP Needed	Max HP	Max AP	Main ATK	Sub ATK	VIT	Lvl	EXP Needed	Max HP	Max AP	Main ATK	Sub ATK	VIT
10	160	311	40	73	72	66	55	67851	885	213	236	222	314
11	420	323	42	77	75	71	56	67851	897	215	240	225	317
12	420	335	44	81	80	77	57	99401	900	217	243	229	320
13	420	347	46	85	82	81	58	99401	903	219	246	233	323
14	420	359	48	88	86	85	59	99401	906	221	249	237	326
15	420	371	50	91	88	88	60	99401	909	223	252	239	329
16	420	383	52	94	93	91	61	99401	912	225	255	243	332
17	420	395	55	97	94	94	62	99401	915	227	258	247	335
18	420	408	58	101	99	97	63	99401	918	229	261	249	338
19	886	421	61	105	101	102	64	99401	921	231	265	254	341
20	886	434	64	109	106	108	65	99999	924	233	269	256	344
21	886	447	67	112	108	114	66	99999	927	235	273	259	347
22	886	460	70	115	112	119	67	99999	930	237	277	263	349
23	886	473	73	118	114	125	68	99999	933	239	281	266	351
24	1661	486	77	121	116	131	69	99999	936	241	285	271	353
25	1661	499	81	124	120	137	70	99999	939	243	289	273	355
26	1661	512	85	127	123	143	71	99999	942	245	293	277	357
27	1661	525	89	130	126	150	72	99999	945	247	297	282	359
28	2898	538	93	133	130	156	73	99999	948	250	301	285	361
29	2898	551	97	136	133	163	74	99999	951	253	304	288	363
30	2898	564	102	139	136	171	75	99999	954	256	307	292	365
31	2898	577	107	142	138	179	76	99999	957	259	310	296	367
32	2898	590	112	145	142	187	77	99999	960	262	313	299	369
33	2898	603	117	148	146	194	78	99999	963	265	316	301	371
34	4819	616	123	152	150	202	79	99999	966	268	319	304	373
35	4819	629	129	156	153	211	80	99999	969	271	322	309	374
36	4819	642	135	160	157	219	81	99999	972	274	325	313	375
37	11616	655	142	164	159	227	82	99999	975	277	328	315	376
38	11616	668	149	168	164	234	83	99999	978	280	331	318	377
39	11616	681	156	172	167	241	84	99999	981	283	334	320	378
40	11616	694	164	176	171	246	85	99999	984	286	337	324	379
41	11616	707	172	180	174	250	86	99999	987	289	340	326	380
42	11616	720	180	184	177	254	87	99999	990	292	343	330	381
43	11616	733	189	188	182	257	88	99999	993	295	346	333	382
44	11616	746	191	192	185	261	89	99999	996	298	349	335	383
45	11616	759	193	196	187	265	90	99999	999	301	352	338	384
46	11616	772	195	200	191	269	91	99999	975	278	316	315	376
47	11616	785	197	204	194	275	92	99999	978	281	319	318	377
48	13522	798	199	208	198	282	93	99999	981	283	322	320	378
49	13522	811	201	212	202	289	94	99999	984	286	325	324	379
50	20581	824	203	216	205	296	95	99999	987	289	328	326	380
51	20581	837	205	220	208	303	96	99999	990	292	331	330	381
52	30926	849	207	224	212	306	97	99999	993	295	334	333	382
53	30926	861	209	228	215	308	98	99999	996	298	337	335	383
54	45999	873	211	232	218	311	99	0	999	301	340	338	384

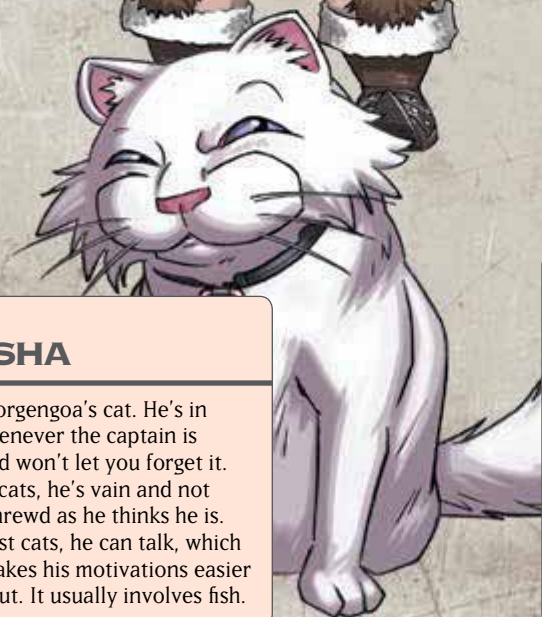


ALLIES & ENEMIES



CAPTAIN DORGENGEOA

He's the Dorgenark's hefty commander, and thus the leader of the Dorgengoa Pirates. He likes all things to be as large as possible, from his ship cannons to his treasure hauls. He's also a big sleeper, who's fond of taking naps that can last for weeks. Despite his lust for treasure and his terrible temper, the Captain frequently indulges his crew's altruistic impulses. His affection for Kisala is, likewise, tremendous.



MONSHA

Captain Dorgengoa's cat. He's in charge whenever the captain is asleep, and won't let you forget it. Like most cats, he's vain and not quite as shrewd as he thinks he is. Unlike most cats, he can talk, which at least makes his motivations easier to figure out. It usually involves fish.



RAUL

Old Raul found Jaster on the steps of his church one day, and has acted as his father figure ever since. He doesn't share Jaster's dream of leaving Rosa for space, but wouldn't dream of holding Jaster back. Sometimes he seems to understand Jaster better than he understands himself.



ANGELA

She owns the bar where Deego languishes, and does her best to avoid getting too mixed up with the local crime syndicates. That's not easy on a corrupt planet like Vedan, though. Exactly why she cares about keeping her bar open so much is a bit mysterious. She dotes on Deego and does everything she can to make him feel at home.

ALLIES & ENEMIES



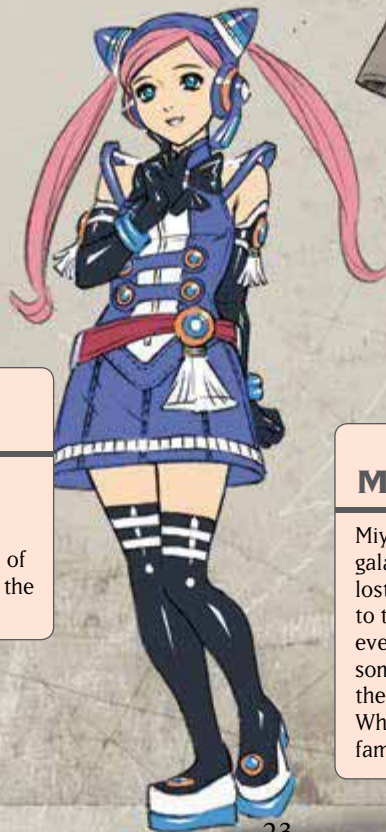
DR. POCACCHIO

Steve's creator, Dr. Pocacchio still works in the Daytron factories. He throws himself into his work, since he doesn't have much left in his life. Steve cares about him very much and visits with him at every opportunity.



MIRI

Lilika's little sister, Miri was blinded in a beast attack a long time ago. She's more than a little naive and tends to think the best of people. She tries to be independent, but deep down, she knows she needs people to help look after her. Lilika is fiercely protective of her.

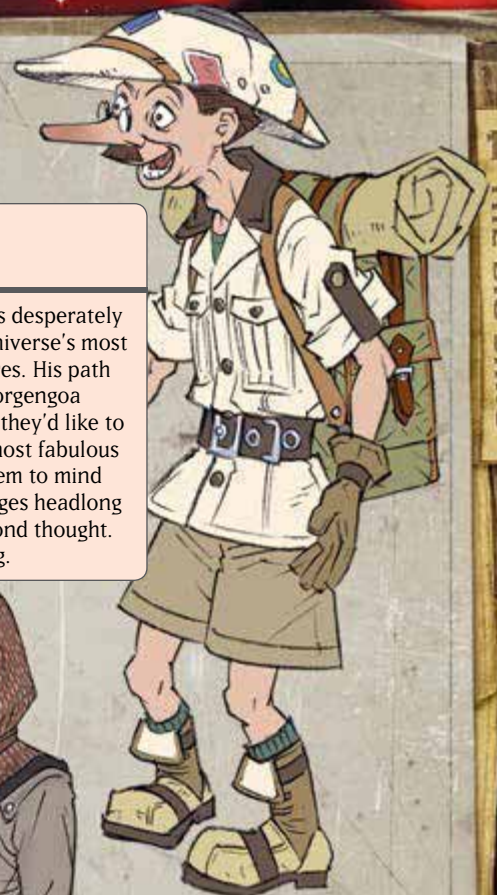


MIO

MIO is an adorable idol who acts as receptionist for the Galaxy Corporation. Everyone loves her, and her fanclub is immense. MIO, of course, loves you just as much as the Galaxy Corporation does.

BURTON

Burton's an explorer who's desperately interested in seeing the universe's most fabulous ruins and treasures. His path keeps crossing with the Dorgengoa pirates, probably because they'd like to loot all of the universe's most fabulous ruins. He doesn't much seem to mind them, and frequently charges headlong into danger without a second thought. It's honestly a bit worrying.



MIYOKO & CHIE

Miyoko is a woman who wanders the galaxy, endlessly searching for her lost husband. She has no choice but to take her daughter Chie with her, even though her search takes her into some of the most dangerous places in the universe. Her plight is miserable. What kind of man would abandon his family like that?





NORMA

Valkog's faithful assistant, Norma handles a lot of Valkog's dirtiest work with ruthless efficiency. On the other hand, she's a bit vain and clearly not too interested in Valkog's schemes for their own sake. For her, it's all in a day's work when climbing the corporate ladder. She's dreadfully vain about her looks, but it's a little hard to blame her.



PROFESSOR IZEL

He's one of Daytron's top scientists, and often handles the R&D aspects of Valkog's special projects. While not actively malicious, he's not the type of man to turn down an interesting project because of ethical concerns.



VALKOG

He's the head of the Galaxy Corporation that owns Daytron and handles most of the heavy manufacturing for the Longardian Federation. As long as there's strife and violence in the universe, he'll be sitting pretty as he rakes in the big defense contracts. He's not above generating conflicts if it'll be good for his business. After all, a shrewd businessman makes his own opportunities.

PLANET PROFILES

THE GALAXY CORPORATION'S OFFICIAL GUIDE TO WILHERSER SYSTEM

- Visit all the hottest vacation spots! • Complete profile for all major planets included!
- Never visit an uninhabitable planet by mistake again! • Satisfaction guaranteed, or MIO will cry!



PLANETARY ZONE
ROSA

THE DESERT PLANET

Climate: Guess!

Population: Desperate

Major Settlement: Salgin

Major Exports: Sand, yago, yago milk, beast hide

Major Imports: Hunters to kill the beasts that rampage over planet's surface with horrible impunity.

Rosa is a humble and picturesque planet. It's relatively uncivilized, which means it's rich in unspoiled natural beauty (if you're into that sort of thing). The wilderness is infested with beasts and incredibly hostile to civilized beings, so be careful when planning excursions. On the other hand, it's a survivalist's paradise! Be sure to talk to locals in order to hear colorful tales about local hunters like the famous Desert Claw. If you're really unlucky, you might even get to meet one! If you do opt to go into the wilderness, then be sure to pay a visit to the ruins just outside Salgin. Be sure to grab a rock or pottery shard as a souvenir!

Recently, certain valuable archaeological digs have opened up in the Rosan wilderness. These digs are yielding up valuable artifacts that are beyond the ability of Rosa's native authorities to deal with. To help ensure the protection of Rosa's cultural heritage, the Longardian Federation has graciously sent troops to enhance the planet's security and assist with planetary administration. At the moment Rosan citizens are restricted from galactic travel in order to prevent smuggling and other criminal attempts to exploit Rosa's ruins. Visitors to the planet

have no need to worry, and may come and go as they please. Keep a careful eye out for criminals who might try to talk you into taking them off-planet, though! Be sure to report them to the nearest Longardian authorities.

Areas of Interest

Salgin - Salgin is a picturesque village, where you can watch Rosa's citizens going about their picturesque business. Shops full of exotic goods await you around every corner, so be sure to investigate them all for great deals. If you want to head into the desert, stop off at the west gate to rent a yago so you can ride in style.

Ancient Ruins

Wander through the remnants of whatever grand civilization existed on Rosa before it turned into the sand-blasted heck-hole it is today! Longardian soldiers are on patrol, so there's no need to worry about beasts. Be sure to stay away from the active dig sites, or the soldiers might get upset with you.

Kuje Desert

We have no idea what sort of death wish would compel a person to wander into the Kuje Desert, but it's certainly there if you've gotten tired of this work-a-day world. Sometimes called the "Graveyard of Hunters," because hundreds of bounty-hunting fools wander into it every year and never wander back out. Kuje is ravaged by constant sandstorms, and the locals tell bone-chilling tales about the desert being haunted.



PLANETARY ZONE JURAIKA

THE JUNGLE PLANET

Climate: Moist, warm, sticky, miserable

Population: Primitive

Major Settlements: Burkaqua Village (note: natives are unfriendly)

Major Exports: Fire Fruit, Coffee, Insectors,

Major Imports: Crashing Spaceships, Archaeologists

Juraika's immense natural beauty makes the planet worth the inevitable hardships you'll face in getting there, being there, and trying to leave there. The planet is covered in the largest expanse of unspoiled rainforest in the known galaxy, and a traveler interested in nature can observe all sorts of fantastic species of insect, bird, and plant. There are larger animals about, of course, but if you observe them you probably won't live to tell about it. That goes for some of the plants, too!

There's little that can really be called "civilization" on Juraika, so plan your trip into the jungles carefully. Beasts roam the area and will attack a hapless traveler on sight. While there is a native population, they are for the most part unfriendly and hate outsiders. You're unlikely to receive help in an emergency, or to find anyone willing to take your money. There are some outcasts from the tribe who are known to be interested in advancing technology, so if you stumble across one of them you may get a better reception.

Areas of Interest

◆ Burkaqua Village

It's interesting, but that doesn't mean you can actually go there! Not much is known about the Burkaqua tribe, but it's worth the rest it takes to catch a glimpse of them. You can identify a Burkaquan by their dark skin, simplistic clothing, and penchant for wearing huge masks.

◆ Leo King's Ruins

Believe it or not, one of the great ancient civilizations of the galaxy once stood on Juraika. The ruins are remote and dangerous, but well worth the time and trouble it takes to get there. There are rumors that some sort of witch is patrolling the grounds, but that's obviously a ridiculous native superstition.

◆ Native Jungles

The main attraction for Juraika, of course, is the wonderful natural beauty of its jungles. There are lots of jungles to explore, and by the time you leave Juraika you'll have seen all the jungle anybody could ever possibly want to see! Keep your eyes peeled for lost treasure as you poke around the planet's many riverside areas.

PLANET PROFILES

PLANETARY ZONE
ZERARD

CAPITAL OF THE GALAXY

Climate: Perfect

Population: Intelligent and attractive

Major Settlements: Everywhere

Major Exports: Electronics, Robots, Spaceships, Industrial Goods, Money

Major Imports: Food, Immigrants, More Money

Zerard is the best planet in the galaxy and if you haven't visited it you should feel ashamed of yourself. Its thriving cityscape is home to the best industrial and corporate concerns in the universe. You can even pay a visit to the headquarters of the Galaxy Corporation there! Be sure to stop by the front desk and get your picture taken with our very own MIO.

You could write a novel about all of the wonderful things to see and do in Zerard's busy streets. The best advice we can offer in this limited space is to explore everywhere and talk to everyone. Zerard's shops offer the best bargains in the galaxy, and our architecture is second to none. You should feel privileged just to walk Zerard's shining and well-planned streets.

If you're in Zerard on business, your first stop should be the Galaxy Corporation HQ. There you can register spaceships, take out contracts on the most dangerous beasts in the galaxy, and visit MIO to upgrade your Hunter ranking. Zerard is also the capital of the universe's thriving Insectron-related business, and our Daytron factories manufacture all of the spaceships worth caring about. Basically, if something important has ever happened in the universe, it was probably on Zerard.

Areas of Interest

◆ Gladius Towers

Can you imagine a time when Zerard wasn't the shining mecca of technological advancement it was now? Incredibly, it's true! The Gladius

Towers are all that remain of the ancient kingdom of Zerard, and these quaint monuments are a must-see for any galactic traveler. Be sure to listen to the story of the two ancient princes who built the towers, but if you go in the towers themselves, the Galaxy Corporation is not liable for any personal death or injury that results.

◆ Daytron Starship Factory

Get a day pass to visit the friendly and efficient Daytron Starship Factory while you're on Zerard! The process of starship assembly is fascinating, because it involves many robots and large, dangerous machines. Just imagine how badly you could get injured on a starship assembly line! Not that anyone ever does, no matter what our brilliant but often eccentric scientists say.

◆ Insectron Stadium

If there's anything that appeals to the hearts of young and old alike, it's the need to compulsively collect things, and then prove their superiority by making them fight someone else's things. Couple that with the universal affection for insects, and you have the competitive craze that's sweeping the planet! Bring Insectors caught in the wildest parts of the galaxy here to Zerard and have them beat up rival teams to win eternal glory, big prizes, and the sight of your opponent weeping in defeat. It's fun for the whole family!

◆ Rosencaster Prison

Why is Zerard the apex of galactic civilization, you ask? Friend, look no farther than our world-famous prison system! Under the watchful eye of its dutiful warden, no prisoner has ever managed to escape. Stories of the horrors inside Rosencaster Prison alone are enough to deter most would-be criminals, and travelers would do well to abide by the letter of the law while on Zerard. Our shortage of actual criminals means that some creative police work is sometimes required to keep Rosencaster Prison's cells full....



PLANETARY ZONE VEDAN

THE MINING PLANET

Climate: Nice and normal. You got no problems with that, capisce?

Population: Minding their own business.

Major Settlement: Myna

Major Exports: Ore, Metal, Completely Legal and Legitimate Goods and Services

Major Imports: Miners, Booze, Broken Dreams

Vedan is the source of virtually all of the metals and minerals that our high-tech society demands. It's a sophisticated, urbane society, and a traveler can expect to find all the creature comforts of home while visiting. Vedan is particularly known for its wild nightlife, since if you've survived another punishing day of physical labor in the mines, then you know it's time to party. You can also see some monuments to miners killed in cave-in disasters, but who wants to do something depressing like that? Go take in a romantic view of the Myna spaceport instead.

Myna is full of excellent shopping and dining opportunities, but be careful which parts of town you enter. Some are much more dangerous than others, and some of the shops you find may deal in certain black market goods. We can't tell you which ones for legal reasons, but... you know. Word gets around. There are also certain organizations on Myna, powerful organizations, and it would be in your best interests not to disrespect them. We can't mention any names, but they're there, and word gets around. Just go about your business and, if asked, calmly state to the authorities or nice men in suits with tommy guns that you saw nothing.

Areas of Interest

◆ Myna

Myna itself is a wonderful land of, ah, industrial utilitarian steel construction. But there are many lights, and at night they are very attractive! You can also visit the various observation posts to have a chance to quietly gaze upon Myna's cold, stark, soul-crushingly bleak natural beauty. Myna also plays host to many very attractive bars that you may want to visit after beholding such a view. May we be so bold as to suggest Angela's?

◆ The Mines

Myna's mines are dark, dangerous, and full of toiling workmen and savage beasts. Where else would you go on a vacation? Of course, getting a pass into the mines isn't easy. You might need to find certain dealers in illegal goods, and obtain certain forged documents! This, of course, is a law-abiding publication that wouldn't know anything about that.

◆ Cancer King's Ruins

They say one of the ancient, highly advanced galactic civilizations once existed on Vedan. Myna may even be built right on top of it! These ruins aren't open to the public, but rumors say that you can see them if you're willing to take a trip down into Myna's sewer system. Who doesn't want to visit an industrial city's sewer system when they're on vacation?

PLANET PROFILES

PLANETARY ZONE
ALISTIA

THE WATER PLANET

Climate: Warm, sunny, sometimes damp

Population: Angry

Major Settlement: Lapatia Village

Major Exports: Fish, Trinkets

Major Imports: Suntan Lotion, Tourists

Alistia is the vacation paradise of the Wilhenser System, where you go when you've got money to burn and want people to know you're burning it. The friendly Sleg natives have prepared for your journey by disposing of the rival Mermel race, and now they're happy to welcome outsiders into their world of sandy beaches and clear blue waters. If someone walks up to you and tells you to go away, trust us, they're just kidding! Ha ha, what kidders, those Slegs.

There are lots of things to do while you're on Alistia. You can swim for miles in the clear ocean water, or take a leisurely stroll down Nelvasa Seaway. There will be beasts there, of course, but you'll be able to dispatch them in a leisurely, relaxing fashion. Stop off in Lapatia Village to buy souvenirs from reputable merchants, or just buy them from guys you find standing around on the beach. Just stay busy shopping, and pay no attention to rumors about strange laboratories on the beach. Ha ha! Why would Daytron open a laboratory on Alistia? Those Slegs do love their tall tales!

Areas of Interest:◆ **Port Baltoness**

Port Baltoness is where your Alistian adventure begins. Anchor your ship in the bay's pristine water and stroll up the white sands toward the village. That sensation you're experiencing? That is unbridled superiority to everyone who is not you.

◆ **Lapatia Village**

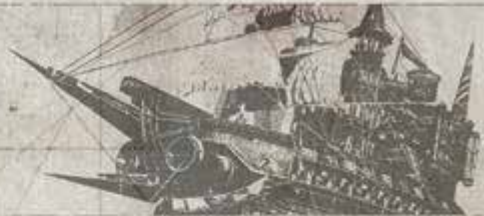
Lapatia is charmingly constructed as a series of huts, built on long decks that run over the water. You can be shopping one minute, then dive into the ocean and go swimming the next! Yes, sudden, illogical impulse gratification is what the Alistian experience is all about.

◆ **Nelvasa Seaway**

Maybe you just want to take a look around at the perfect white stone cliffs, or maybe you want to cap off your vacation by killing a group of flying jellyfish. Either way, the Nelvasa Seaway is a must-see when you're on Alistia. Watch the blue sky melt into clear waters as you explore the dunes. Who knows what treasures you'll find out there? You won't even need a metal detector!



MONOLITH BASICS



Welcome to Rogue Galaxy!

Since this game is crammed full of useful in-game tutorials, and the controls are pretty simple to begin with, we won't be covering basic things like what button does what. We're going to skip right to the stuff that the in-game tutorials don't tell you: how to stay alive and get ahead in a game that doesn't play quite like any other RPG out there.

If you ever get confused about the basic controls or concepts of *Rogue Galaxy*, remember that you can view any of the in-game tutorials at any time by calling up the main menu with the button, selecting "System," and then "Help." Reading through the tutorials should answer every question you could possibly have about basic controls, menu usage, and gameplay concepts.

Ready? Now let's get down to business. Awesome business. Pirate business.

Rules of Thumb for Dungeon Crawling

Rogue Galaxy is what is typically called a "dungeon crawling" RPG. Most of your time in the game is going to be spent exploring large, hazardous map areas that are teeming with enemies. At the end of the dungeon there's probably a boss, and you may fight several mini-bosses as you make your way through. Your party's HP and AP get refilled at every save point you find, and you can use save points to teleport out of the dungeon if you need to.

Getting through the dungeon is, essentially, a question of running a gauntlet from save point to save point. The boss at the end of the dungeon is usually a far lesser threat than the random encounters that lie between your starting point and your destination.

By purchasing this strategy guide you've given yourself a tool that can make things vastly easier. You can simply look at the maps in the Walkthrough section and use them to plan your route through dungeons. You'll be able to know ahead of time which treasure chests are worth going after, and which ones actually contain dangerous Mimics.

If you choose not to use the maps to plan your route ahead of time, then you're making your dungeon crawls much more difficult. You'll have to rely on the game's auto-mapping function if you want to make sure you get every treasure you can on a first sweep of a dungeon (which is usually when the contents of chests will be most useful to you).

This means walking over every inch of a dungeon's area yourself so it gets mapped out. A lot of areas are going to lead to dead ends, and multi-floor dungeons can be very disorienting. Remember that you can hit the Select button at any time to see what areas of your current dungeon floor you've currently mapped. This is very helpful in tower-style dungeons like Rosencaster Prison and the Gladius Towers.



The mini-map that displays in the lower-right corner of your screen usually has an indicator that indicates what direction you need to move in to get to the next plot point (usually a cut-scene or boss fight). This indicator is misleading in multi-floor, tower-style dungeons, since you don't know whether you're on the right level until you're around the area of the floor where the star that represents your final destination is. If you're on the right level to get to the star, it's yellow; if you're on the wrong level, it's blue. One dungeon is intentionally designed to make the indicator misleading, and will actually point you away from the direction that you need to be going in.



After you've used every single save point on a given planet, the game automatically fills in every map area on the planet for you, and indicates all treasure chest locations. The catch with this is that most planets can't be completely filled in until nearly the very end of the game. By the time

you can get to the treasure chests this way, the contents are unlikely to be very useful to you anymore.

How you opt to crawl through a dungeon is ultimately going to reflect your personal gaming style, but we cannot recommend using the maps in the walkthrough section highly enough. If you really wanted to be an iron man and go through the game blind, you probably wouldn't have bought a strategy guide to begin with. Taking the extra time to plan your route makes your crawls a lot more efficient, and probably a lot more fun.

Regardless of how you choose to crawl, though, you can rely on the same range of basic tactics to keep you alive and ready to face any sudden disasters. Much of it just a matter of knowing which traditional RPG tactics work well in *Rogue Galaxy*, and which will get you killed.

1. Make Healing Count

In most console RPGs, it's best to save healing items for emergencies and rely on intrinsic character properties, like magic or specific skills, as sources of healing from battle to battle. In *Rogue Galaxy*, there are

no specific character abilities that heal. You need to rely on amassing and wisely using a stockpile of healing items.

Early in the game, healing items are expensive, so you need to make sure that you don't squander them more quickly than you can earn money to purchase more.

Resurrections, which revive a downed character at full HP, are particularly expensive at 200 zehn, and need to be conserved. You'll frequently get healing items as drop rewards from fighting enemies, and if you're a skillful enough fighter,



ROGUE GALAXY BEGINNERS GUIDE

you can actually manage to make a crawl through a dungeon by using nothing but the healing items you've won through combat.

This is a technique that you need to rely on until you have enough zehns on hand to buy up big stacks of items before you tackle a new portion of a dungeon crawl (which should happen around Chapter 5 or so). After that, just max out your stacks of whatever you can get ahold of before you go into a new area. The more you invest in healing items, the more random encounters you can afford to take on, and the more spare cash you'll have on hand to invest in new weapons.

There are two ways to make sure that you don't tear through your stacks of healing too fast. The best way is to simply kill enemies off before they can damage you. A relentless offense can keep enemies locked in hitstun, and ranged attacks can keep them too far away from you to do much damage. Aside from that, observe the monsters in a new area carefully and learn their attack patterns, so you know when to stop attacking and start guarding.

Some enemies do have attacks that will take priority over yours. Some even have attacks that are unblockable, which you need to learn how to recognize and avoid as quickly as possible. You may take heavy damage when you're learning the ropes in a given area; if it's depleting your healing reserves too quickly, then stay near a save point and just trigger random encounters for awhile so you can get a feel for the enemies before moving deeper into the dungeon.



2. Pick Your Battles

The classic rule of thumb in games that feature random encounters is that you need to fight your way through all of them, or you'll end up under-leveled. Consequently, the bosses will ream you. Even if you don't need to fight, it is usually more difficult to escape a random encounter than it is to simply beat it.

Rogue Galaxy more or less turns this idea on its head. Random encounters, especially in the latter parts of the game, can be more difficult than the boss fights, since they take place in whatever terrain you were exploring before the encounter was triggered. If you fight many large enemies in a narrow, confined area, then you are probably going to take huge damage no matter what you do. Similarly, winning most boss battles requires more in the way of proper strategy than overwhelming stats, and you don't really need to power-level to make sure you can survive them.

In practical terms, this means that there is no reason to fight every single random encounter you run across. It makes sense to fight to get particular item drops that you may need, or if it's an easy enemy that you can dispatch quickly, but any single battle that burns through your stash of healing items too quickly is not worth finishing. Retreating from random battles in *Rogue Galaxy* is very easy; just move away from the enemies until you get a message asking you if you'd like to "Keep fighting" or "Run." Select "Run," and the enemies will disappear. You're now free to continue exploring the dungeon.

When enemies first spawn in a battlefield, take stock of where you are and what you're fighting. Consult the enemy data tables that begin on page 299 to see what you stand to gain in item drops. If the fight seems likely to result in your team taking massive damage, or if there's no decent loot to gain, then take a pass on that battle and move on. You'll be better off for it in the long run.



3. Use Your Abilities

AP in *Rogue Galaxy*, like most special ability point pools in classic console RPGs, do not naturally recharge. You have to use items to replenish AP or wait until you reach a save point. The classic tactic in response to this is to simply not use point-based abilities outside of mini-boss or boss fights, unless it's for healing or to respond to some desperate situation.

This is yet another basic strategy that *Rogue Galaxy* turns on its head. You are not likely to win boss fights by burning through scads of AP. Instead, you should rely on your AP stores to help you get through tough random encounters and challenge battles. There will almost always be a save point waiting for you just before you go into a boss battle, so there is just no reason to sit on your stores of AP and let your abilities go unused. Of course, you can't afford to burn AP in every single random encounter, but you shouldn't hesitate to use it when winning a fight could get you a really cool item drop.

One ability you need to be using regularly is your Burning Strike, explained in a bit more detail in the Combat section on page 34. The short version is that you can't use Burning

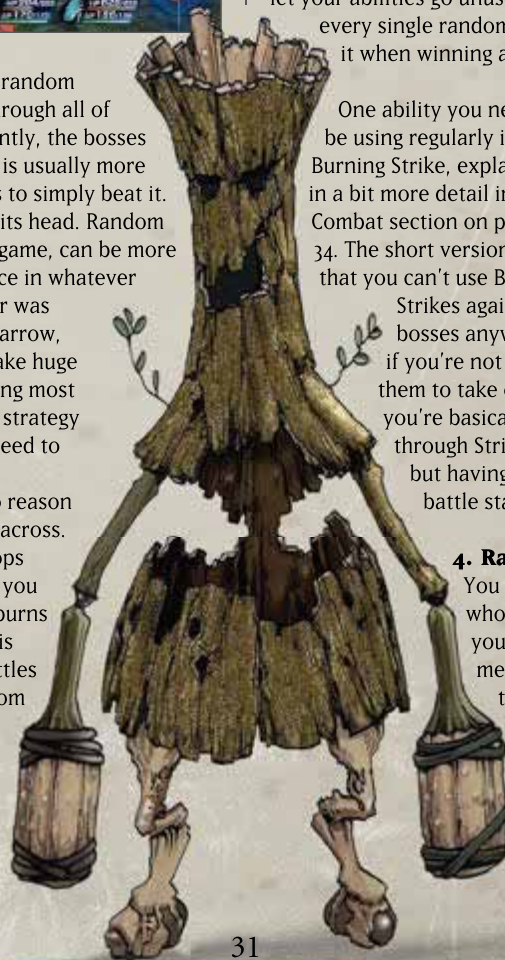
Strikes against bosses anyway, so if you're not using

them to take on tough random encounter enemies then you're basically wasting them. You don't want to burn through Strikes as quickly as you build up meter for them, but having a charged-up Burning Strike on hand when a battle starts going sour can be a complete lifesaver.



4. Ranged Attacks Dominate

You encounter very few enemies in *Rogue Galaxy* who are nearly as adept at using ranged attacks as your own characters are. When enemies aren't in melee range, just stay in place and start pelting them with damage from afar.





Even though ranged damage in *Rogue Galaxy* decreases the farther away you are from your target, fighting like this is still worth it. Mowing down enemies before they get in range to damage you, even if it means chipping at them with lots of weak shots, still makes the battle much more profitable for you. Relying on ranged damage is, in fact, usually the best way to end fights with minimum risk to you.

This being said, don't rely too much on ranged damage; when enemies are in melee range, then you need to be using your melee attacks. Melee attacks can potentially hit two or three enemies at a time, while most ranged weapons can only focus on a single enemy. If you're blasting at nearby enemies with a ranged weapon, you're leaving yourself open to being swarmed by other enemies in the area.

5. Tactics, Tactics, Tactics

AI behavior isn't a "set it and forget it" kind of thing in *Rogue Galaxy*. You need to be able to alter your party's AI settings on the fly, so they're using tactics that fit the situation at hand.

If you get a challenge battle that calls for a single character to win alone, then set the other party members to "Step Back." Most of the time you'll want to use "Fight Separately," since the faster you can eliminate enemies, the less damage your group takes. If you're fighting enemies with special defenses, use "Pick Same Target" so your party members only attack the enemies they can damage.

If you're having trouble with a particular boss fight, you may want to try fighting it on the "Go All Out" setting. Otherwise, avoid using this setting, since it gives your allies permission to use abilities and items without checking with you first. In random encounters, that can get very costly.



6. Focus on Weapon Synth

The rule of thumb in most RPGs is that you should make leveling up your top priority, because playing the game at higher levels automatically makes it easier. *Rogue Galaxy* doesn't work like this. Your stat gains from character level to character level are moderate, and you'll only see significant differences in performance over the course of gaining a half-dozen levels or so.

On top of that, *Rogue Galaxy* is a game where your defensive options are severely limited at best. Instead, it's a game that rewards going on the offensive. The way to create a dramatic improvement in a character's performance is to improve their equipment and boost their damage-dealing capacity. Mastering a weapon can create noticeable increases in damage output, as can fusing together weapons as soon as you've Maxed out their skill bar.

While it's recommended to use the optimal recipes that Toady advises you to use in the game, a player who wants to go their own way can forge great equipment on the fly by using the weapon synthesis tables on pages 279 and whatever happens to be on hand. If you're ever really struggling with a boss fight or a particular dungeon, getting some better equipment for your active party is usually all it takes to make a difference.

Treasure Chests

In most RPGs, you spend a lot of time in a dungeon looking for treasure chests that contain useful items. *Rogue Galaxy* is no different in this regard, but in addition, you can find treasure chests in virtually any area you can explore. They are usually tucked around the perimeters of an area, often in dead-end or out-of-the-way pathways. You need to check everywhere for treasure chests, especially areas that might be hard to see. Treasure chests in *Rogue Galaxy* have a white halo around them to make them stand out from their environment, but you can still miss them if you don't check around things like corners and pillars, or in pits.



You can simply walk up to most treasure chests and open them, but there are special cases. Some are trapped. When a chest is trapped, you get to try and guess what kind of trap it is, and take an appropriate counter-measure. If you pick the wrong one, you'll suffer some ill effect from the trap, like the party being reduced to 1 HP or 0 AP. There's no way to tell what kind of trap is on a chest from its context, so consult the appropriate section of the walkthrough if you don't want to just take a guess.

Some chests may be impossible to open until you've found one of three key items: the Earth Key, Sun Key, or Star Key. You can sometimes tell these chests apart from normal chests by looking for discolored marks beneath their locks. The walkthrough also points out which chests require keys, and of course, where to go to get the keys.

Finally, some chests are actually Mimics and will attack you.

Mimics are nasty monsters that you basically have to fight with the same sorts of tactics you would use to take on a boss or miniboss. They are very tough enemies who can do tremendous damage to your party. When fighting them, remember that they are vulnerable to all of the game's negative status ailments, and that you can use Burning Strikes on them. The most efficient way to beat mimics is to have every character immediately unload their Burning Strikes on it, then use Abilities or the appropriate equipment to pile on negative status ailments like Freeze and Unconscious. Mimics drop Hunter Coins when you defeat them, so the battles are worthwhile up until you get your Platinum License. All of the Mimics are clearly labeled in the appropriate sections of the walkthrough.



ROGUE GALAXY BEGINNERS GUIDE

Transporters

As in many RPGs, *Rogue Galaxy* only lets you save your progress when you find a certain special "safe spot" inside a dungeon or city. Unlike most RPGs, *Rogue Galaxy*'s save points are transporters. They serve multiple useful purposes, and also serve as a way of marking your progress through the game. A save point you've never used before glows red, while one you've been to before glows blue. Once you've found every Save Point on a planet, you've effectively "finished" that world, and the game rewards you by filling in the outlines of all the dungeons and marking the location of every unopened treasure chest.

While at Save Points, you can cash in any Hunter Points you might have earned and see if you've improved your Hunter Rank. You can get valuable items like Hunter Coins as a reward. You can also put items you don't want to carry around with you at the moment into storage.

The most unusual and important use of save points in *Rogue Galaxy*, though, is teleportation. You can use a save point to teleport to any other save point on that planet. If you're in a dungeon, you can teleport back to the Dorgenark at any time and go do something else.

You can teleport to a different part of the dungeon, perhaps to find an item peddler, or out into any cities that might be on the planet to buy equipment. As long as you're willing to teleport out to stock up on equipment, you'll find you can brave very nasty dungeons simply by taking them on as a series of short trips from save point to save point.

Rogue Galaxy is fundamentally a game where you should not do any more walking than is strictly necessary while exploring. You can cover huge distances nearly instantaneously by teleporting. Furthermore, if you teleport into the Dorgenark, then you can go visit a different planet completely and come back to the dungeon you were exploring later. This makes sidequests extremely quick and easy.



The Thinking Circle

A thinking circle is, simply, a place where you have to use the correct item in order to progress. Using an incorrect item has no effect. You encounter many thinking circles during the course of the game's storyline, and what you need to use to progress is usually very obvious. If you do ever get stumped, consult the appropriate part of the walkthrough for an answer.

You also encounter thinking circles as part of hunting down Quarries. Once you've taken a contract from the Galaxy Corporation HQ, you'll need to go to the area described in the contract's details and look around. When you took the contract, a thinking circle spawned in the area, and you need to use the right item in the thinking circle to summon your quarry. You get clues to what you should use when you step into the thinking circle, but if you want some faster answers, just go check the Complete Bounty Hunting Guide on page 173.

Shops

As in most RPGs, Shops are where you go in *Rogue Galaxy* when you want to buy stuff. When you're in a particular area, they'll be indicated by an "S" mark on your mini-map, but usually aren't marked if you look at the overall area map with the select button. Of course, all shops in an area are marked in the appropriate section of the walkthrough, along with full lists of their inventory for that particular point in the game.

One peculiar trait of *Rogue Galaxy*'s shops is that their inventories are limited by in-game factors. Some items and equipment will show up in limited quantities, or won't be available until you progress to a certain chapter. Some can only be purchased after you've created a working prototype of the item from blueprints in your Factory. You can only purchase other items once you've amassed enough Hunter Coins to get a Platinum License.



This means that you can't take shop inventories for granted, especially shops in city areas. It is likely that at some point later in the game the inventory will change. You should visit them whenever you're active on a planet to see if sold-out items have restocked or if new items have appeared.

Learning Abilities

Characters in *Rogue Galaxy* learn abilities, character-specific special traits and moves, through their Revelation Flow. The Revelation Flow is a board accessed from the Revelation command on the main menu. The Flow is studded with empty spaces shaped like various items you can buy in shops or get as drops by defeating enemies. Drop an item into the correct corresponding shape, and the item flashes into place.

Fill all of the spaces that are associated with a given ability, and it becomes ready for that character to use. Unlocking a new ability causes adjacent abilities to become unlocked, so you can begin dropping items into the appropriate empty spaces to gain those abilities. Proceed in this fashion until no empty spaces are left in the Revelation Flow and that character has learned all of his or her abilities.

Whenever you've obtained an item that can be used to advance a character's Revelation Flow, the Revelation option on the main menu flashes. Select it, and the portraits of the characters that can use one of the items in your inventory for their Revelation Flow will be flashing. Simply click on a character portrait and your cursor automatically goes to one of the spaces you can fill, with the appropriate item already highlighted. Also, if you're in a shop, items for sale that you can use in the Revelation Flow have little light bulb icons flashing on them.



Revelations are the most important thing you can do with items in the early game and should take priority over everything until that character's Revelation board is completed. In addition to useful buffs and damage-dealing moves, the Revelation Flow can also unlock useful stat boosts, attack damage boosts, and even "efficiency" boosts that make your abilities cost less AP. The sooner in the game your character has access to boosts and abilities from their Revelation Flow, the better.



Check the Complete Each Character's Ability Chart section on page 184 to see a complete breakdown of each character's Revelation Flow, including what abilities that character has access to and what items you need to fill in that portion of the board. As you'll notice from looking at the completed boards, more potent abilities are usually located closest to the edges of the board, and usually require items that are harder to obtain.

Combat

Rogue Galaxy is a real-time full-party action RPG. Individual battles are incredibly fast-paced, and are usually over in sixty seconds or less. The in-game tutorials cover everything that you could ever want to know about basic controls, and the process of combat itself is pretty quick. When a battle starts, there'll be a slight pause as the monsters spawn. If you're going to be fighting a special challenge battle, the special winning conditions and the countdown timer may flash up on the screen. You'll then be able to start wading into enemies.

When you've beaten all of the enemies, your characters and equipment will gain EXP. You'll also gain some zehn and up to four different items. The experience from the battle is split up so that the active party members get full shares, and everyone else gets two-thirds of a share of EXP each. This only applies to the characters' level EXP, though. Only the active party members' weapons gain any experience to fill their skill bars during the battle. When a weapon's skill bar is at Max, then instead of experience, one of its five elemental stats gains one point at the end of every battle, until it reaches the maximum possible stat value for that weapon. At that point the weapon is Mastered, and gains no further benefits from being wielded during battle.

Actually taking out most enemies in *Rogue Galaxy* is a simple matter of staying aggressive and hammering them with ranged and melee attacks as appropriate. You may sometimes get flying enemies, who are easier to take down with ranged attacks. If you somehow run out of ammo in the course of the fight, then just jump up and hit them with air combos.



You may also fight enemies who have special defenses. This means you can't just tear into them with shots or combos and do any damage. You've got to perform some specific action to knock their defenses down, and then start damaging them. While your CPU allies are capable of doing this, it's most reliable to remove the special defenses yourself and then let your party members finish that enemy off while you move on. The types of special enemy defenses you encounter in the game's random encounters are outlined below.

Giant-Type: These enemies plague you all through the game. Giant-type enemies are extremely large, frequently slow, and can only be damaged by jumping up and hitting their heads. If you knock them over, you can stand near their heads and damage them with ground attacks. There are several varieties of them, all with different attack patterns, but they're always a pain in the neck. Avoid trying to take them on in narrow areas; if you don't have a lot of room to move, then it's hard to get clear shots at them without getting surrounded by enemies.



Shield-Type: Shield-type enemies can't be damaged until you've hit them with a charge attack, or used an ability that gives your weapon the "Guard Break" property. Some of the abilities that grant Guard Break are marked in the game, but you will probably find there's also some "ct:Italic"unmarked"ct:" abilities that let you Guard Break. If you use charge attacks, you need to make sure you're not in range to get hit by enemy attacks when you begin charging. You also don't want to be too far away, or your attacks won't connect (unless you're using Lilika, of course).

Bounce-Type: You only run into these guys in certain dungeons on Juraika and Alistia. Basically, you have to jump up and bounce off of them once to get them to open up their bodies, and then you can start damaging them. This is pretty easy to do so long as you don't get a bunch of them spawning in a really narrow area. It's still doable then, but you're more likely to end up taking damage before you get them open.

Barrier-Type: These guys suck. There are no other words for it; fighting them just sucks. Barrier-type enemies absolutely cannot be damaged unless you equip Jaster with the Barrier Break Shot and hit them with a shot from it. This is a pain, because then you have to

stop and equip Jaster's regular blaster again if you want it to get any experience from the battle. Only fight barrier-type enemies if they have good drops that you can use at the time. Otherwise, they're just too annoying to be worth the hassle.



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Status Ailments

Negative status ailments will also frequently come into play, either when enemies hammer you with them, or when you find yourself using some equipment that inflicts it on an enemy. While the in-game tutorials do cover this topic, it doesn't hurt to have a reference list on hand that you can call up without going to the Help screen. We've also included notes about how useful the various negative status ailments are when taking out enemies yourself, and which ones you need to really watch out for. Remember that all status ailments will fade away at the end of a battle.

Confuse: This is the single nastiest status ailment in *Rogue Galaxy*. A Confused character

starts attacking more or less at random, and is very likely to turn on party members. Confused characters won't use abilities, but often can do tremendous amounts of damage just with their regular attacks alone. If it's a high-power character like Jaster or Zegram who gets Confused, you're in serious trouble. Of course, the same applies if you Confuse a powerful enemy. You remove this status with the Relaxing Aroma item, which you never seem to have enough of. If only one character in the party is Confused, you can ameliorate its effect by switching control to that character. The status effect effectively doesn't mean anything then, since Confuse won't override player input. Once two or more characters in a battle are Confused, you need to either clear the status away quickly or start spamming damage-dealing abilities to end the fight in a hurry.



Unconscious: This is not quite as nasty as Confuse, because fewer enemies use it on you. A character that has been knocked unconscious falls over on the ground, completely incapable of moving, defending, or doing anything else. If you inflict it on an enemy, then any character with ground attack capability can walk right up to them and beat on them with no fear of reprisal. You remove this status with Wake-Up Drops, which are relatively rare items.

Freeze: A character subjected to Freeze status can no longer move or defend themselves, and takes ice damage. They also can't use Abilities, but can still spend action gauge on using items. Freeze lasts an irritatingly long time, and is crippling when a boss or other very powerful enemy hits your party with it. Fortunately there are a lot of weapons that let you Freeze enemies, too. You can remove this status with Hot Breath, which you get plenty of in the course of the game.

Daze: Daze status is very brief, usually, but very easy to inflict. A Dazed character simply stands in place, unable to move, defend, or use abilities. You can Daze enemies by throwing things at them, or hitting them with powerful finishing moves in a combo. Likewise, enemies can Daze your characters in the same way. You can remove this status with Stamina Extract, but it usually doesn't last long enough for you to have the chance.

Shock: This status lasts just long enough to be annoying, though it will fade during a battle if you try to wait it out. A Shocked character is immobile and unable to use abilities for a period of time while their HP is slowly reduced by electricity damage. On the upside, there's a lot of equipment that deals Shock status effects to enemies, and quite a few abilities, too. You remove this status with Electroless.



Paralyze: This works a lot like Shock, but at least it doesn't damage you. Unfortunately, it lasts much longer instead. Generally enemies get to Paralyze you more frequently than you can Paralyze them. You can, and should, remove this status with Paralysis Cure as soon as you notice it. If you get desperate, then swap Paralyzed characters out of the party completely.

Poison: One of the classic RPG status effects, Poison slowly damages your character over time, and unless treated, lasts until the end of the battle. You get tons of Antidotes as rewards for beating enemies, so use them to clear this status away as soon as it's affects a character. Very few weapons you get will let you inflict Poison on enemies, but the ones you do get are very useful.

Flame: Flame's a bit like Poison, but overall, it's less annoying. A character suffering from Flame status is on fire and slowly takes damage over time. Generally the fire burns itself out after a brief period, and the status goes away. If it's really bothering you, use some CO2 Powder to remove this status effect, but you can usually wait it out. You get lots of equipment that inflicts Flame on enemies, and it's very handy for killing enemies faster.





Challenge Battles

As mentioned earlier, a random battle is sometimes a challenge battle. Challenge battles offer you the chance to get a Hunter Coin among your item drops if you can win the battle according to the challenge's rules. Usually the rule for a challenge flashes up onscreen just as the battle begins. Winning challenge battles consistently when they spawn is extremely important. You need Hunter Coins to cash in for the Silver, Gold, and Platinum Licenses, and challenge battles are the only way to get lots of them.

Challenge battles only spawn if your level is below a certain maximum in a given area. If you go back after leveling up too much, then they stop spawning. Consult the appropriate walkthrough section to see the challenge level for a given area at a given point in the game. A list of the types of rules follows below. Remember that some challenges combine two different rules, generating stuff like "Win with Zegram alone in 34 seconds."



Challenge Battle Rule Types:

- Win in XX seconds. As long as you're victorious before the timer disappears, you count as having met the challenge rules.
- Win with a certain character alone. When this challenge pops up, immediately put the team's AI setting on "Step Back." Even a second's hesitation can be enough time for another party member to get an attack in, which will automatically lose the challenge for you. If you get this challenge and a character isn't in the active party, remember that you can go to the main menu screens and use the "Allies" option to swap that character in.
- Win without taking any damage. This applies to the character you are controlling at the time. If allies take damage during the battle, it doesn't matter.
- Win without using items or abilities. These challenges are dangerous, because trying to meet the requirements in a tough encounter can easily lead to a Game Over for you. This is not worth it. If you see one or two party members go down during a fight like this, then don't hesitate to give up the Hunter Coin and use Resurrections. There'll be other chances.



The trick to winning basically any challenge battle that does not expressly forbid using abilities, or feature enemies with special defenses, is to immediately use damage-dealing abilities to quickly wipe the battlefield clean. If enemies with special defenses do spawn, then you should knock down their defenses and then start launching your damage-dealing abilities. When abilities are forbidden, then there's not much you can besides swap in your toughest characters, equip everyone's most powerful weapons, and hope for the best.



Burning Strike Ability

A final major factor that determines how difficult a random encounter is to win is the Burning Strike ability. As the game explains, you can use it when you've gathered up enough Burning Chips to fill your Burning Strike gauge. A level one Burning Strike requires five full gauges to use; a level two requires seven; and a level three requires nine. Unlike other abilities in the game, Burning Strikes don't consume AP and can't be used in fights against bosses. For the purpose of challenge battles, though, using a Burning Strike counts as using an ability during combat.

Each character's Burning Strike consists of a certain sequence of button presses that must be timed correctly according to onscreen prompts. For every correct button press, you do tremendous damage to your opponent. With every successive correct button press, the amount of damage you do increases incrementally. A level one Burning Strike has five button presses, level two has seven, and level three has nine. You must do the button presses correctly, even if a character other than the one you're currently controlling uses their Burning Strike. Screwing up consumes that character's Burning Strike gauge anyway, and ends the sequence immediately.



The most important property of Burning Strikes is that they ignore all special enemy defenses. You can walk right up to a Giant-type or Barrier-type enemy and do full damage to them immediately with a Burning Strike. A good policy is to build up your Burning Strike gauge and

then unleash it during battles with enemies with special defenses to give yourself an easy kill. Remember that under normal circumstances, initiating a Burning Strike sequence against a given enemy takes priority over anything else that enemy was doing at the time. You can even interrupt attack animations to evade damage in this way.

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THE STAR

THE STAR
SYSTEM

Presumably, you've gone through the in-game tutorials and read everything that we had to present to you in the Basics section. That alone is enough to get you through the main storyline section of the game. If you want to start dismantling the game on the next level, or seriously want to clear *Rogue Galaxy's* punishing post-game bonus dungeons, then read on. This section is full of slightly more technical breakdowns of system information and sidequest activities, written with the advanced gamer in mind.

CHARACTER STATUS



When you go to the Allies screen from your main menu, you get a series of neat little data readouts. What does this data mean? Check out the screenshot and labels below.

- 1. Character Level** - As in most RPGs, this indicates how many experience levels this character has gained.
- 2. Hit Points** - This display shows your character's current and maximum HP levels.
- 3. Ability Points** - This display shows your character's current and maximum AP levels.
- 4. Experience Points** - This display shows many experience points you've gained toward your next level-up. Note that this is not a total of all experience points you've earned in the game. Every time you level up in *Rogue Galaxy*, your experience counter starts over at 0 and increases until you've amassed enough experience points to move on to the next level. You can also see your progress displayed visually as a little blue bar that runs across the screen.
- 5. Main Weapon Base Stat** - What this stat is called varies from character to character. It's usually Str, but for Simon it's Fire, and Lilika uses Aim. Regardless, it's always the first stat in the left-hand column, and it always does the same thing. This stat represents your character's base offensive damage capability with their main attack before equipping a weapon.
- 6. Sub Weapon Base Stat** - What this stat is called varies from character to character. It's usually Aim, but Kisala uses Leg, and for Lilika it's Arm. Regardless, it's always the second stat in the left-hand column, and it always does the same thing. This stat represents your

character's base offensive damage capability with their secondary attack before equipping a weapon.

- 7. Vitality** - This acts as the base stat for character defense before equipping any costumes or accessories. Most of the time, your defense stat won't be much higher than your Vitality.
- 8. Main Weapon Stat Total** - This represents your offensive damage capability with the main weapon you have equipped at the moment. In most cases, it will be much higher than the base stat. If this stat displays yellow, then it's also being boosted by an ability you've unlocked on your Revelation Flow.
- 9. Sub Weapon Stat Total** - This represents your offensive damage capability with the sub weapon you have equipped at the moment. In most cases it will be much higher than the base stat. If this stat displays yellow, then it's also being boosted by an ability you've unlocked on your Revelation Flow.
- 10. Defense Total** - This represents your defensive capability with the costume and accessory you have equipped at the moment. In most cases it isn't much higher than your Vitality stat. If this stat displays yellow, then it's also being boosted by an ability you've unlocked on your Revelation Flow.
- 11. Special Defenses** - These are represented by the lines of icons underneath the 'Defense Status' heading on the character's status screen. The blue-backed icons indicate which elemental damage types the character can resist. The gray-backed icons indicate which negative status ailments the character resists. They correspond to the icons given for the various status ailments in the tutorial on status effects included in the game.

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Note that if a character resists elemental damage, they'll still take damage from attacks that incorporate that element. They'll just take less damage in proportion to how strong the resistance is. Likewise, a character who resists a given status ailment can still have it inflicted upon them by an attack that's powerful enough.

Resistances can come from costumes, accessories, or abilities unlocked in the Revelation Flow. Examine your costumes and accessories to see which resistances they grant, and to get some basic information on how intense the resistance is. You can also go to a character's portrait in the Revelation sub-menu and tap Triangle over various unlocked abilities to get information on how much of a resistance they might be conferring on the character.

Battle Recorder

You will acquire the Battle Recorder after you defeat the Salamander Mark VIII early in the game. Don't let yourself forget about it, as it's actually a valuable piece of equipment that you can do some interesting things with. It also ties in to some of the game's more extensive sidequests. The Battle Recorder option on the main menu contains several sub-menus. Tap the **R1** and **L1** buttons to switch between the different tabbed sub-menus. There are three main tabs: Quarry, Hunting Record, and Ranking.



When you've taken out a contract on a Quarry at the Galaxy Corporation HQ, you can go to the Quarry tab to look up information on the contract. For a contract you haven't completed yet, you can look up information that explains what region and what planet you need to go

to in order to find the Quarry's thinking circle. For a contract you've completed, you earn the right to examine the model of the boss you fought in detail. You can zoom in and out on it with the left analog stick, and rotate the model with the right analog stick.

The Hunting Record tab is similar to the Quarry tab, but it tracks regular enemies you've killed. When you've killed a certain number of a given type of enemy, the game rewards you with Hunter Points. The record shows which enemies you've gotten points for, and how many of other types you'd need to kill to get points. After killing even one of a given enemy type, you can select that enemy's entry in the record to view their character model. Much like the Quarry models, you can zoom in and out on them with the left analog stick and rotate them with the right analog stick. Enemy types you haven't killed yet show up as a series of question marks, and nothing happens when you click on their entries.

Ranking is the tab that lets you see what your ranking is compared to the other ninety-nine Hunters in the game who are also killing beasts to amass points. Every time you stop at a Save Point to Exchange Points, there's a chance you'll outrank someone. Likewise, for every five hours that pass on the game's clock, all of your rivals gain a randomized amount of points. You can rank up very quickly early in the game just by killing lots of random enemies. Pushing yourself up to #1 on the ranking list virtually requires you to start going after Quarries so you can get more points faster.

Early in the game you may see no particular reason to try and improve your ranking relative to virtual hunters, but if you keep at it you get some useful rewards. When you raise your ranking to 50th,

40th, 30th, 20th, 10th, 9th, 8th, 7th, 6th, 5th, 4th, 3rd, 2nd, and finally 1st place, you get rewarded with treasure and Hunter Coins. The rewards for higher ranks are commensurately more valuable than rewards for lower ranks, and they're all more valuable the earlier in the game you get them. If you're serious about getting to 1st place, though, make sure you never leave the game sitting unpaused for long periods of time. That just gives your rivals more chances to gain points, and makes it harder to achieve your goal.

Weapon Fusion

If you've been reading this guide straight through, then you've already read a lot about the importance of using Toady to fuse up new weapons. The reasoning offered thus far is that it lets you obtain really good equipment before you could ordinarily purchase it, or that otherwise cannot be purchased. These are perfectly good reasons to be paying attention to weapon fusion, but there are even more and better reasons out there.

First, here's some basic information about weapon fusion (in case you haven't been reading this guide in order). The road to weapon synthesis begins when you first reach the planet Juraika. In your first adventure there, you'll run across a curious little purple frog named Toady. After you listen to him tell you his sad story, he'll ask if he can go with you back to the Dorgenark, your pirate ship.

You'll want to take him with you, because Toady has evolved a strange and very useful ability. Put any two weapons of the same type in Toady's mouth, and he'll munch and crunch them before spitting out a new weapon. If you fed Toady the right combination, it'll be a better item than either of the weapons you fed him. You want to begin using Toady to fuse weapons as soon as he's available, because the sooner in the game you can get good equipment, the better.

The catch for using Toady to fuse equipment is that you can't just feed him weapons as soon as you get them. There are certain rules for what Toady can digest into something new.

- ◆ Both weapons have to be the same type. You can feed him two of Jaster's swords or two of Jaster's blasters, but not a sword and a blaster.
- ◆ Every weapon has a certain "level limit" that a character must surpass before they can equip it. Toady won't combine two weapons if the result would be something you aren't ready to wield yet (provided there's nothing else around for a character to wield).
- ◆ Toady won't eat anything that hasn't been properly "seasoned" yet. You season a weapon, of course, by using it in battle until its Skills bar has filled all the way up and the weapon's stat screen declares it at "Max." It takes 15 battles to do this. Only the active party receives weapon experience.
- ◆ Certain weapons make better combinations than others. If you have Toady use his "Analyze" ability on a weapon, he'll tell you what other type of weapon to combine it with to get the best possible result. The resulting recipe will be stored in your Frog Log.
- ◆ In most cases, though, combining any two weapons will result in *something* that's at least a little better than either of the weapons you started with.
- ◆ The main exceptions to this rule are certain super high-quality weapons, like Jaster's Seven Star Swords. If you combine these weapons with something common, you won't get a new weapon. Instead you'll get one of the weapons you started with... but with all of its experience removed. If you're not sure a fusion will turn out well, make sure you save your game before you try it.



It's been mentioned earlier in the guide that when a Maxed weapon is used in combat, its stats begin growing at a rate of +1 random elemental stat per battle until that weapon hits its possible stat cap and is Mastered. What has not been mentioned is that when you fuse two weapons, their stat growth is "inherited" by the new weapon that you've created. If you compare a piece of equipment that you've created by synthesis to the same piece of equipment that you've purchased from a shop or found in a chest, you will probably find that the fused specimen has stats that are all-around higher than the other specimen. You may find that in some cases, the fused specimen has stats that are two to three times greater than what a "normal" specimen of that weapon would have.

All specimens of a given weapon type eventually hit the same stat caps, of course, but starting with a version with high stats gives you an obvious leg up when it comes to Maxing and Mastering a piece of equipment. It lets the time you spend improving a single piece of equipment effectively improve every weapon that'll descend from that equipment via weapon synthesis. There are ways to grow weapons aside from taking them through battles, provided you've already Maxed them, and provided you have a lot of spare cash to spend. This is something you can do when you're in the post-game, and have more zeh than you can possibly spend.

If you combine a Maxed weapon with an Omega Star, 10 points will be added to the weapon's current lowest elemental stat. Hyper Crystals add 10 points to the weapon's current highest elemental stat. If you combine a Maxed weapon with the Excelcion Shard item, then all of its stats grow by 5 points. That's like taking the weapon through 25 battles at once. Weapons are still Maxed when they emerge from Toady with their boosted stats, so if you have a lot of cash to spend or a lot of items on hand you can keep fusing crystals to your weapon until the weapon hits its stat cap. Play around with this if you're trying to fuse an "ultimate" or perfect weapon, and you'll find it really pays off in terms of time saved. Just be careful with how you use these special items, since there are a finite number of available crystals.

Power 77 Skills MAX 30 38 25 48 28	Effects Daze	Power 77 Skills MAX 30 38 25 48 38	Effects Daze
Power 77 Skills MAX 30 38 25 99 38	Effects Daze	Power 77 Skills MAX 30 43 25 99 38	Effects Daze
Power 80 Skills MAX 7 8 18 6 8	Effects Shock	Power 80 Skills MAX 12 10 21 10 10	Effects Shock

Weapons are divided into ranks. Each rank usually has five levels. The weapons in a rank use the same model and are just different colors. The stats get progressively higher between weapons within a rank, and from rank to rank. If a weapon comes with an extra status effect, like Shock, all weapons in that rank share the same effect. For example, these five weapons make up the lowest rank of Jaster's swords:



Plain Edge Grand Edge Wild Edge Star Edge Star Edge+

Note that the fifth level weapon has an identical name to that of the fourth level weapon. These fifth level weapons are only obtainable through fusion. They have superscripted symbols appended to them, things like +, "sigma", "omega", etc. The symbols don't have any effect on the weapon. So a Star Edge"sigma" is just as powerful as a Star Edge"omega", and both are more powerful than a Star Edge. We simply denote the fifth level weapons with a + at the end, so keep that in mind when you examine the weapon charts. Special weapons like the Seven Star swords have only four levels instead of five.

Fusion Strategies

Given a certain weapon, what is the best other weapon with which to fuse it that yields the biggest jump in power? In general, that's what the Frog Log recipes give you. Following them is a pretty good way to level your weapons as you progress through the game.

Let's take Jaster's guns as an example. You start out with a Slungrosse. If you have Toady analyze it, he says to fuse it with a Burning Blaster, which is nice because those are something you can buy. Doing so results in a Body Arms+. That weapon can in turn be analyzed, and Toady suggests fusing it with Body Arms. If you keep following this progression, eventually you'll end up with a Pleiades, which is just two levels below Jaster's most powerful gun, the Arc Scorpion+. At this point Toady won't have any more advice for you regarding what to fuse to the Pleiades. Luckily we've provided complete fusion tables on p. 279, and you can see that fusing anything at least as powerful as a Zenon DR-3 will result in an Arc Scorpion+.

There are three sets of tables dealing with fusion:

1. **Frog Log (p. 186):** How to level your weapons.
2. **Optimal Combos (p. 186):** Best way to buy/make the components for Frog Log recipes.
3. **Master Combo Table (p. 279):** How to level the Seven Star swords, or highest levels of normal weapons, or devise your own recipes.

In short, there are many paths to take for leveling your weapons, but if you follow the above guidelines you will eventually end up with the most powerful weapons using the least amount of effort, not to mention automatically completing a sidequest involving weapon fusion (see p. 185).

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Insectron Mini-Game

The Insectron mini-game opens up when you first hit Juraika, but there's not really much point in trying to do a lot with it until you hit the post-game. Creating a good team of Insectrons requires a big monetary investment, and you also need to be able to freely jump around from planet to planet. It's easiest to do this when you're already through most or all of the main game and have already spent cash on every other possible thing you could really "need." In some respects, playing the Insectron Stadium game is like learning to play a whole new game inside *Rogue Galaxy*.

You begin by catching Insectrons from various planets in special traps. You have to bait the trap in order to attract Insectrons into it, usually with a food or mineral item. Different Insectrons like different types of food, and the best trap to use depends on whether the Insector is a flier or not. If the Insectrons in the area don't like your bait or trap, they might steal your bait and leave. You can place the trap anywhere on any planet you like, and then leave it while you do something else. When something happens in the trap, your Info Edge will let you know when you go to the Items sub-menu. It takes about five minutes for an event to occur with your trap.



Species	Level	HP	STR	DEF	SPD	INT	WIS	LUK
Blue Butterfly	10	100	10	10	10	10	10	10
Blue Beetle	10	100	10	10	10	10	10	10
Blue Spider	10	100	10	10	10	10	10	10
Blue Crab	10	100	10	10	10	10	10	10
Blue Scorpion	10	100	10	10	10	10	10	10
Blue Centipede	10	100	10	10	10	10	10	10
Blue Mantis	10	100	10	10	10	10	10	10
Blue Katydid	10	100	10	10	10	10	10	10
Blue Grasshopper	10	100	10	10	10	10	10	10
Blue Termite	10	100	10	10	10	10	10	10
Blue Flea	10	100	10	10	10	10	10	10
Blue Aphid	10	100	10	10	10	10	10	10



↑ Don't battle until your Insectrons are levelled up.

Once you've caught some Insectrons, you need to move them into a Rearing Cage. In order to participate in an Insectron battle, you need to have at least five Insectrons. It's best to deal with even numbers of Insectrons for practical purposes, so you shouldn't consider working on a battle team until you have six or more Insectrons. Once your Insectrons are in the rearing cage, you need to improve their parameters before you take them into battle. You can win battles at low levels with some clever tactics, but this method is risky, and even losing an Insectron match can take about an hour. It's better to go into fights when you're pretty confident that you'll be able to win.

You primarily boost captured Insector stats by feeding them and battling them. The former alters the Insector's stats based on what you fed them. The latter allows your Insector to gain combat experience, causing its stats to grow naturally. Generally, it's best to feed Insectrons items that grow key stats like STR, DEF, and HP without causing any other stats to go down. You can also feed Insectrons "Battle Feed" in order to make them fight and level up inside their Rearing Cage. To successfully feed Insectrons Battle Feed, you must have at least two hungry Insectrons in one cage. When you go to feed one of them Battle Feed, you'll be asked to select which other Insector in the cage you'd like to have it fight, then stand back and watch your bugs tussle. The battle will be short, and it doesn't really matter who wins. Both Insectrons involved will level up and their stats will increase accordingly.

Each Insector has a life span of 140 to 160, meaning it can only be fed a certain amount of food before it will stop leveling up. As you can see from the table, food requires between 1 and 3 life points. After you've used up 20 life, an Insector will grow from a larva to an adult. At that point it can be mated with another adult Insector by feeding it Feed Formula. A larva Insector will be born with 45% of the combined stats of its parents, but the parents will die. The process is a bit like fusing weapons, only you're helping bugs get romantic with each other instead.

THE STAR





When you think your team is ready, go to the Insector Stadium on Zerard, pay the modest entry fee, and start battling. You'll notice the battles play out basically as miniature turn-based strategy battles. On a player's turn, each Insector is able to move a few tiles and then attack or use its special ability. Each Insector has a special ability that can be used up to three times per battle. You win by eliminating the "king" Insector on the enemy team. You can eliminate enemy Insectors by either reducing their HP to 0, or by using certain abilities to throw them off the table. Which strategy you favor should depend on which types of Insector are in your team.



When you win a battle, you'll have the option of going and saving your progress before progressing in the bracket. Clearing brackets lets you move on to higher levels of competition, win prizes, and all of that good stuff. Winning the final Insector bracket unlocks a lot of new Insector play modes, like the password system that lets you fight rival teams and the head-to-head competition battles.

Conquering the Insector Stadium involves defeating ever-tougher brackets of competition, and creating even a basic team of combat-worthy Insectors isn't easy. The Insectors you win early battles with probably won't be the ones that you're using in later brackets.

See p. 183 for a more detailed strategy for building a solid team and completing the Insector battles.

INSECTOR GROWTH TABLE

Food	HP	Str	Def	Knockback	Confusion	Cut	Explosion	Throw	Poison	Life
Primeval Beef	-	2	-	-	-	-	-	-	-	-1
Firestone	-	2	-	-	-	-	-	-	-	-1
Ruby	-	2	-	-	-	-	-	-	-	-1
Diamond	-	2	-	-	-	-	-	-	-	-1
Pirate's Grog	-	2	-	-	-	-	-	-	-	-1
Dark Onyx	-	2	-	-	-	-	-	-	-	-1
Sticky Gum	-	-	2	-	-	-	-	-	-	-1
Juraikan Coffee Beans	-	-	-	2	-	-	-	-	-	-1
Smoked Rainbow Newt	-	-	-	-	2	-	-	-	-	-1
Electric Eel	-	-	-	-	-	2	-	-	-	-1
Hard Candy	-	-	-	-	-	-	2	-	-	-1
Ultraspicy Pepper	-	-	-	-	-	-	-	2	-	-1
Yago Milk	1	-	-	1	-1	1	1	1	1	-2
Seventhmoon	1	-	-	-1	1	1	1	1	1	-3
Edensia	2	1	-	1	1	1	1	-1	-1	-2
Stella Crystal	2	-	1	1	1	-1	-1	1	1	-2
Sanchez Fruit	3	1	1	-	-	-	-	-	-	-3
Mellow Banana	5	-	-	-	-	-	-	-	-	-1
Nebula Opal	5	-	-	-	-	-	-	-	-	-1
Lapis Lazuli	5	-	-	-	-	-	-	-	-	-1
Battle Feed	-	-	-	-	-	-	-	-	-	-1

Factory

If you've read this guide straight through in order, you may have noticed that there's been little discussion of the Factory so far. This is because you don't really need to do anything with the Factory if you simply want to complete the game. If you want to get through the post-game dungeons, then you'll need to at least use it a little. If you want to feel like you've completely conquered *Rogue Galaxy*, then you are going to spend a lot of time at the Factory manufacturing new items.

You unlock this ability after you travel to Zerard and do the mission that takes place in the Daytron starship factory, around Chapter 5. Once you open up the Factory, you can access it simply by going to the "Factory" option on the main menu screen; you don't actually have to go to Zerard to use it. You don't use the Factory to directly manufacture items. Instead, you use it to finish developing prototypes.

Once you've completed a prototype of a given blueprint, you've effectively created a new kind of item that shops can begin selling. Whenever you've completed a new prototype, just check the completed blueprint to see where you go to buy it. It's worth noting that you do get to keep the prototype of the item you've made, but you can't manufacture further copies of a given item after manufacturing the Blueprint once.

Making a new item is a tricky process. First you'll need to obtain the blueprint. Dr. Pocacchio gives you a few when you acquire the Factory, but to acquire the rest you need to find and speak to the right NPCs scattered throughout the game. A complete list of NPCs who yield up blueprint data and where to find them is available on page 220 of the data section. An NPC who yields up a blueprint is easy to find once you're in the right area; they have an orange dot next to their name.



← These guys have blueprints to give you. Sometimes you'll have to talk to more than one person to get all the information about a single blueprint.

Every blueprint requires a certain quantity of the correct raw materials on hand. Most of these raw materials can be found easily, as they're item drops that you'll acquire while you're defeating enemies during your travels. Getting your prototype made isn't a simple matter of slamming together the right raw materials, though. The raw materials need to be refined and then properly assembled by your Factory's machines.

This is where the Factory becomes an interesting logistical challenge. Your raw materials fall into five main types, and each type requires its own type of processing. The information in the Factory's Help section explains how to process each type of raw material very succinctly. Processing requires creating an assembly line that connects Source Tables that connect raw materials to necessary processing machines, then to an assembling machine of some type, and finally, to a Completion Table that holds the final product.

Getting a production line going takes a bit of trial and error, but it's rewarding when you get the timing just right. Actually assembling the production line is a meticulous process that involves selecting which components you want from a long list, and then positioning them on the Factory floor with the left analog stick. You can use the right analog stick to move the camera around a bit, but you can't change the Factory's default top-down view.

ADVANCED PLAYERS GUIDE

First, you need to position your raw materials on Source Tables, then run lengths of tube toward the sequence of machines needed to process it. For metals, this might be a complex process involving a smelter, a forming press, and a cooling fan, while another type of item might need to pass through only one type of machine. To successfully create the new prototype, the processed materials need to enter the Assembler at the same time.

This is tricky if you have to combine materials that require different processing times. It will, for instance, take longer to smelt, form, and cool a metal ingredient than it will to send an alchemical ingredient through an Athanor. Your best bet is to simply put more lengths of tube in the production line for the less complex material, to pad its production time out into something equivalent to the more complex material's production time.

There are a million little mistakes you can make in the process of getting a working assembly line going. They mostly have to do with how you position components on the factory floor. You have a finite amount of space, and the amount of tubing you use in your assembly line's layout directly affects processing time. That in turn determines whether or not your assembly line is viable. There's really no way to learn to get the hang of it other than practice.

When you first get your factory, you should immediately do the "tutorial" sequence where you create the Athanor. This is where you can get used to basic factory placement controls for things like factory components and power cables. Remember that all power cables have to approach machinery from a perpendicular angle in order to plug into them properly. You run power cables from the slightly-hard-to-see worktables at the edges of the room toward your machines in order to make a connection. Power cords also have a max length of 35 units for each individual cord, and 274 units for the total length of all cords.



➔ Power cords will only reach so far, so you have to plan your part placement carefully.

Once you've made the Athanor, you should have a rough idea what you're doing. Don't be surprised if trying to figure out how to process other blueprints you have on hand seems a little overwhelming, though. You'll immediately need to create much more complex assembly lines, and there are no tutorials to help you past the first one. The Factory data section on page 220 contains useful schematics of the assembly line layout that you'll need for each blueprint. Following these schematics will solve most of your potential Factory-using problems.

Even if you follow the schematics in the guide, you may find you have a hard time getting your assembly lines to run when you're making your first few prototypes. Chances are that you're making a simple mistake like accidentally installing machinery backwards. Some machines can be installed either way, like grinders, but others, like smelters, simply won't function if they're in backwards.



↑ Even though it lights up, the factory will complain if you try to do a run with the smelter like this.



↑ The right way to install a smelter.

Machinery that's placed on the line backwards will keep the entire assembly line from working, even if it appears to have power and be in perfect working order. Basically any component with two ends that look noticeably different is a candidate for being incorrectly installed. As you work with different types of raw materials, you'll get familiar with the different kinds of processing machines and quickly work out how to properly install each part.

Orientation matters:

- Smelter • Athanor

Orientation doesn't matter:

- Washer • Grinder • Disassembler • Form Press

When you're ready to see if you've properly constructed your production line, go to the main Factory menu and hit the "Run" button. If all works out, then you'll see the machines spring to life and processed materials move down the assembly line. If you've designed the line right, they should arrive in the Assembler at the same time. If you haven't, observe the order that the materials are reaching the Assembler in, then go back and rearrange your lines accordingly. Don't forget that you have to wipe out power cords manually after you move machinery, and then reconnect the cords manually.





WALKTHROUGH



The walkthrough is designed to take you through the events of each story chapter of *Rogue Galaxy* in as spoiler-free a manner as possible. The farther into each walkthrough chapter you read, the more details you'll find about how to progress through the chapter. Use this to get as much help as you desire with your game.

The walkthrough is divided up by area. All the data that's relevant to each area you pass through in the course of a given chapter is grouped together. When playing the game, simply thumb first to the area you're in, and then scan down the walkthrough section until you find whatever data you're looking for.

You will notice the walkthrough is saturated with tables and maps. Each contains information that can make your progress through *Rogue Galaxy* enormously easier, once you know how to properly read it. The following keys explain how all of the map labels and data tables work.

Hunter Table Key

HUNTERS TABLE

ENCOUNTER GROUPS

1 ID	2 Name	3 HP	4 Barrier	5 Weakness	6 Kill	7 Points
157	Evil Skeletar	7000	-	Holy	30	2500
158	Cosmo Turtle	6300	Shield	Ice	30	2600
159	Evil Relic	8000	-	Wind	25	1950

- ID:** The identification number for the monster. It corresponds to the monster's identification number in the Hunter Record tab of the Battle Recorder screen.
- Name:** The monster's name.
- HP:** The monster's HP count.
- Barrier:** If the enemy has a special defense type. "Shield" indicates a "Shield-Type" enemy. "Step On" indicates a Bounce-type. "Jump" indicates a Giant-Type enemy. "Barrier" indicates a Barrier-type. See pages 34 of the Basics section for more information on enemies with special defenses.
- Weakness:** What elemental attack properties a monster is weak against.
- Kill:** How many of this monster type you have to kill in order to get hunter points for it.
- Points:** How many hunter points you get for meeting that monster's kill requirement.

Star Chart

This requires no key, but may need a bit of explanation. This is the "scenario flowchart." It presents a bare-bones list of the various plot events that take place during a given chapter. Each event's number corresponds to a marking on the area maps listed in the walkthrough chapter. Going to those areas in sequence, and sometimes performing certain actions, is all you need to do to advance the plot.








Area Map Key



Upon entering a new area, a detailed map of that area appears in the main walkthrough text. "Captain's Log" section will include a detailed area map, complete with labels to indicate important locations. The icons should be interpreted as follows:

- Event Marker:** It signifies that something happens to advance the story here, like a cut-scene or acquiring a particular item.
- Thinking Circle:**
- Event Battle:** These aren't boss fights, but fights with groups of standard enemies that are scripted to occur as part of a game's plot.
- Boss Battle:** It will be marked with a number that corresponds to the chapter's Scenario Flowchart.
- Quarry location:** The monster's name as it appears in the Quarry Shop will also be listed.
- Transporter pad:** This icon marks the location of a Save Point.
- Shop:** This icon marks the location of a shop.
- Locked Door:** A locked door. Also listed will be information about how to open it.
- Open Door.**
- Underpass route.**
- Map Link:** This indicates an area where you can exit that map and enter another.
- Treasure chest:** Location of an ordinary treasure chest.
- Chest w/brown key:** Location of a chest that you must have the Earth Key to open.
- Chest w/silver key:** Location of a chest you must have the Star Key to open.

WALKTHROUGH INTRODUCTION

-  **Chest w/gold key:** Location of a chest you must have the Sun Key to open.
-  **Info Edge NPC:** Location of an NPC with special information you can add to your Info Edge.
-  **Mimic:** Location of a Mimic.
-  **Bomb Trap:** Location of a chest with a Bomb Trap.
-  **Cursed Trap:** Location of a chest with a Cursed Trap.
-  **Thief Trap:** Location of a chest with a Thief Trap.
-  **NPC:** Location of an NPC that gives you a blueprint.

Shop Data Key

GHOST SHIP TRAVELLING PEDDLER

VENDOR: CHARLOTTE

TYPE ¹	NAME ²	REQ. ³	AMT. ⁴	PRICE ⁵
Recovery	Heal Potion		Inf.	50
Recovery	Max Heal		Inf.	150
Recovery	Recharge Drink		Inf.	70

- Type:** The type of each item that is for sale, such as "Recovery" or "Food." In the case of equipment, this column lists what type of equipment it is. If it is a weapon, then it also lists what type of weapon it is, and the code number that corresponds to the weapon type as it appears on the weapon synthesis data chart on page 279.
- Name:** The name of the item for sale.
- Req:** Any special requirements required to purchase the item. "P" indicates a Platinum License, and "F" means the item won't be in stock until it's been made in the Factory.
- Amt:** What quantity of that item the shop will have in stock.
- Price:** How much zehns each item costs.

GHOST SHIP ENCOUNTER GROUPS TABLE

OPTIONAL QUEST 2

Group Name ¹	Total # Foes ²	# Species ³	# Monster A ⁴	# Monster B	# Monster C	# Monster D	# Monster E
Evil Skeletar A	3-5	2-3	Evil Skeletar 2-3	Evil Relic 0-2	Spinner 0-2		
Cosmo Turtle A	3-5	2-3	Cosmo Turtle 2-3	Evil Relic 0-2	Spinner 0-2		
Spiral Sid A	3-5	2-3	Spiral Sid 2-3	Cosmocore 0-2	Spinner 0-2	Evil Skeletar 0-2	

The first is the Encounter Groups Table, which describes what groupings enemies appear in during that chapter, and with what frequency. It contains the following information:

- Group Name:** The name of the group of monsters you may encounter.
- Total # Foes:** How many enemies can spawn within a group.
- # Species:** How many species of monster will spawn together.

- # Monster:** How many monsters of a particular type can possibly spawn as part of a given group. There are usually up to five possible monster types that can spawn as part of a group, so the encounter table will have multiple # Monster columns. If a # Monster column cell is highlighted with {blue} color, that means that monster type has an unusually high chance of appearing. If a # Monster column cell is highlighted with {tan} color, that means the monster type has an unusually low chance of appearing.

GHOST SHIP RANDOM ENCOUNTERS TABLE

MAXIMUM CHARACTER LEVEL FOR CHALLENGE BATTLES: 99

Location ¹	Time ²	Rate ³	Group A ⁴	Group B	Group C	Group D	Group E
Passageway 1	-	Low	Evil Skeletar A	Cosmo Turtle A	Big Enemy Combo A	Evil Skeletar Group	Sumo Bull Group
Passageway 2	-	Low	Sumo Bull A	Spiral Sid A	Big Enemy Trio A	Cosmo Turtle Group	Cosmo Core Group
Hall A (Encounter with Young Man)	-	Low	Evil Skeletar A	Cosmo Turtle A	Cosmo Trutle Group	Evil Relic Group	Big Enemy Combo A

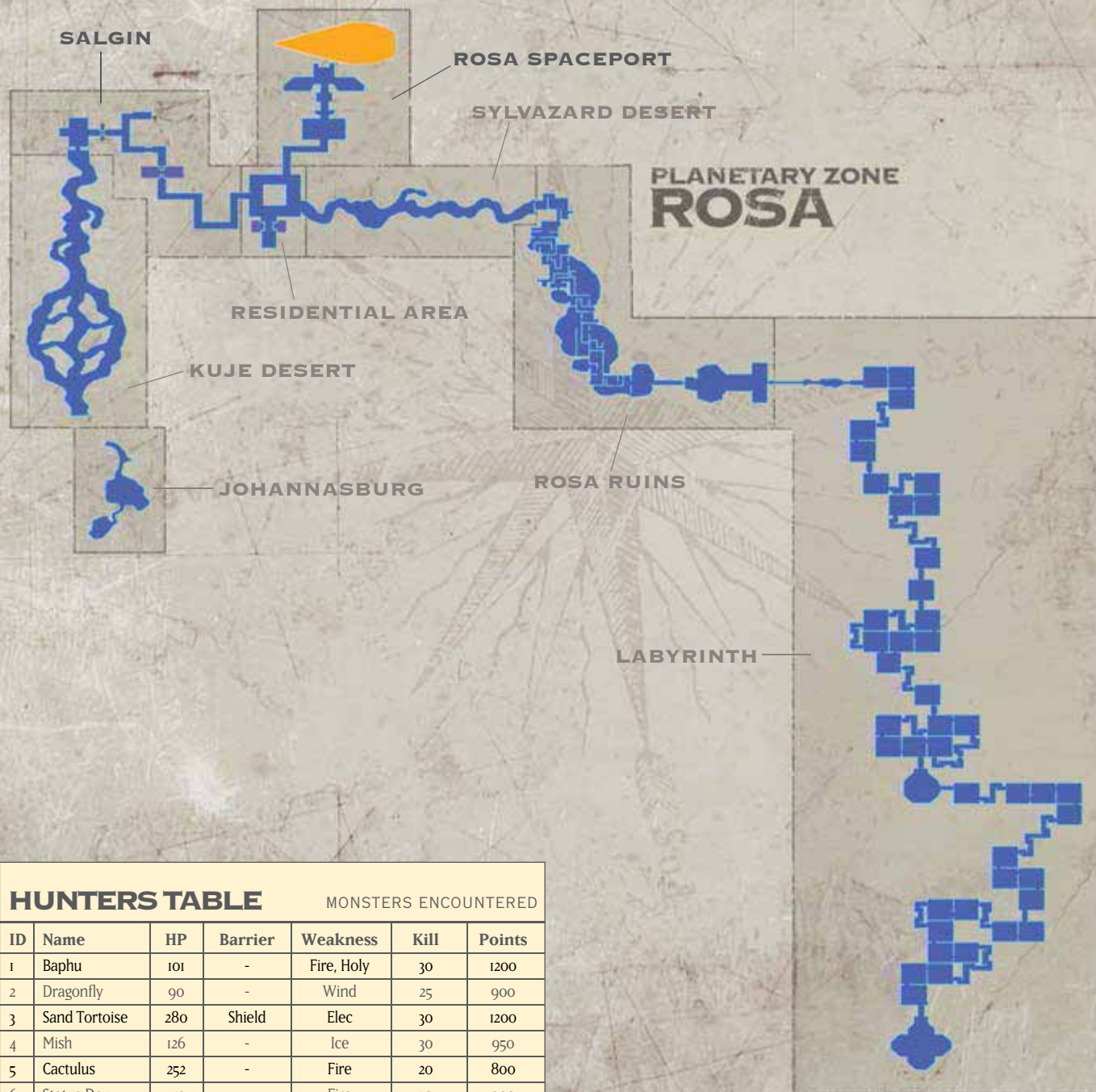
Then there is the Random Encounter Table, which describes the frequency of random encounters in different areas during a given chapter. It contains the following information:

- Location:** Which areas contain random encounters.
- Time:** During which events of a chapter a given type of random encounter appears in those areas. Sometimes this changes during the course of a chapter. In these cases, locations will receive a separate time period for each entry.
- Rate:** How frequently random encounters happen in a given area during a given span of time. The frequency order goes from "Low," to "Normal," to "Increased",, to "High."

- Group:** Which groups of enemies, as described in the Encounter Groups table, can spawn in a given location during a given period during a chapter. Usually up to five different group types can spawn in a given area, so the random encounter table will have multiple Group columns.
- Maximum Level for Character Challenge Battles:** This appears above each random encounter table. Once characters have exceeded the character level listed here, challenge battles stop spawning in that area.



CHAPTER 1 DEPARTURE



HUNTERS TABLE

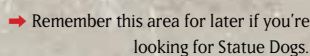
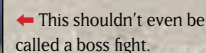
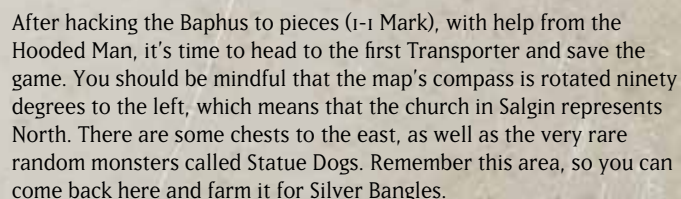
MONSTERS ENCOUNTERED

ID	Name	HP	Barrier	Weakness	Kill	Points
1	Baphu	101	-	Fire, Holy	30	1200
2	Dragonfly	90	-	Wind	25	900
3	Sand Tortoise	280	Shield	Elec	30	1200
4	Mish	126	-	Ice	30	950
5	Cactulus	252	-	Fire	20	800
6	Statue Dog	140	-	Fire	30	900
7	Gold Child	280	-	Elec	25	1000

MAP 1 SALGIN



I-1	Fight off the Baphus
I-2	Obtain the Seven Star Sword - Desert Seeker, and Battle Recorder Boss Fight: Giant x2
I-3	Boss Fight: Mark VIII Salamander
I-4	Rent a Yago for 200 Zehn to complete the Chapter





Continue heading east and south collecting items from chests along the way. When you get the Thunder Stone, immediately place it in Jaster's Revelation Flow to learn Flash Sword. The Hooded Man will eventually ditch you to fight a pair of Giants. He'll leave behind the Desert Seeker and the Battle Recorder.



← Use the Thunder Stone on Jaster's Revelation Flow to learn this ability.



BOSS FIGHT

GIANT x2

STATS

HP	350	ATK	43	DEF	100
----	-----	-----	----	-----	-----

LOOT

XP	15	ZEHN	84-105
----	----	------	--------

ITEMS	HEAL POTION x2
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Boss Strategy

In order to damage the Giants you need to jump and hit them with your sword in mid-air. Activate Flash Sword and attack them. You must block whenever they wind up to attack you, because if their hits connect in quick succession, it could be the end of the road for you. Just to be on the safe side, if Jester drops down to around 75% to 50% of his HP, use a Heal Potion.



With the Hooded Man gone, Simon and Steve will join you. You'll eventually come across a shop. Stock up on various items for healing and the Revelation Flow. You should make sure to buy some CO2 Powders.

SALGIN ITEM SHOP

VENDOR: SHILHAWA

TYPE	NAME	REQ.	AMT.	PRICE
Recover	Heal Potion	-	Inf.	50
Recover	Recharge Drink	-	3	70
Recover	Tri-Charge*	-	-	120
Recover	Resurrection	-	Inf.	200
Recover	CO2 Powder	-	10	100
Food	Sanchez Fruit	-	Inf.	150
Jaster/Main/A2	Grand Edge	-	5	320
Jaster/Sub/A3	Graverosse*	-	1	630
Steve/Main/A1	Great Hands	-	5**	190
Steve/Main/A2	Muscle Hands*	-	2	470
Simon/Main/A1	Flamethrower	-	5**	190
Simon/Sub/A3	Missile Pod I	-	5**	190

*Not available until after Mark VIII Salamander is defeated.

**Infinite Stock after Mark VIII Salamander is defeated.

As you follow the road south you'll come across some fallen ventilation shafts. Climb on top of them and walk over to the other side to pass this obstacle. Shortly after wards, you'll find a save point near the star mark on your auto-map. Save the game, as your first real boss fight is coming up.



BOSS FIGHT

MARK VIII SALAMANDER

STATS

HP	800	ATK	50	DEF	100
----	-----	-----	----	-----	-----

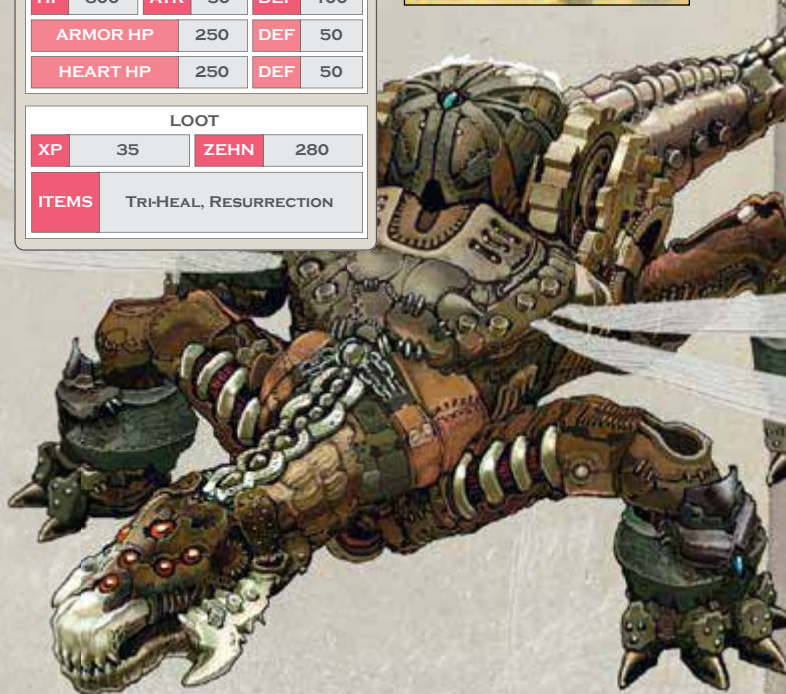
ARMOR HP	250	DEF	50
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HEART HP	250	DEF	50
----------	-----	-----	----

LOOT

XP	35	ZEHN	280
----	----	------	-----

ITEMS	TRI-HEAL, RESURRECTION
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CHAPTER 1 – DEPARTURE

Boss Strategy

It's not immediately obvious, but the first thing you need to do is dismantle the Salamander's four anklets. Press right or left on the D-Pad to target them instead of the Salamander's body. Whenever the Salamander jumps, be prepared to block.

Once the anklets are destroyed, it's time to go for the heart. The Monography Shot has already been used, so all you need to do is jump on the floating platforms it created and use Jaster's Flash Sword to inflict large amounts of damage to it. If Jaster gets knocked off, fire a blast from the Monography Shot to recreate those platforms.

With all that work done, it's time to take this beast down by slashing at its head. One thing to watch out for is its fire breath attack. This attack will deliver several unblockable hits and will set Jaster on fire. Use a CO2 Powder to recover from that condition.



MAP 2 SPACEPORT & RESIDENTIAL AREA





After that long battle, you'll be instructed to head east and buy a Yago, which will end the chapter. However, there are still some things you can do in Rosa before you take off. We highly recommend that you do them, since you won't be coming back here for quite a long time.

There are a couple of shops in Rosa's Residential Area where you can buy copies of some initial weapons for fusion purposes, as well as some items which will be of use later on Revelation Flows. The shop you visited previously will have also restocked its goods. Comb the area for more chests. There are Transporters at Rosa's Spaceport to the east as well.



← Don't rush off. There are places to explore and people to see.

RESIDENTIAL AREA ITEM SHOP

VENDOR: LAZARK

TYPE	NAME	REQ.	AMT.	PRICE
Recover	Heal Potion	-	Inf	50
Recover	Recharge Drink	-	5	70
Recover	Resurrection	-	Inf.	200
Recover	Relaxing Aroma	-	3	100
Recover	Wake-Up Drops	-	3	100
Food	Yago Milk	-	Inf.	150
Food	Mellow Banana	-	10	150
Metal	Iron Cube	-	3	150



↑ Vendor Lazark sells items.



↑ Get weapons from Vendor Mohandis.

RESIDENTIAL AREA WEAPON SHOP

VENDOR: MOHANDIS

TYPE	NAME	REQ.	AMT.	PRICE
Jaster/Main/A1	Plain Edge	-	Inf.	190
Jaster/Main/A3	Wild Edge	-	2	480
Jaster/Sub/A1	Slungrosse	-	Inf.	200
Simon/Main/A2	Flamethrower Lv2	-	Inf.	490
Simon/Main/B1	Cold Spray	-	3	860
Simon/Sub/A2	Missile Pod II	-	Inf.	610

Even though there are a few places to explore in Salgin, you can also return to the Church. Here, you'll see a short cut-scene with Jaster and Raul, and you'll find some new treasure chests in the area. The chest that's by the gate near the church is rigged with a Curse Trap. It holds a Cold Spray weapon for Simon.



↑ This weapon will prove surprisingly important later on.

If you're looking to rack up kills for hunting, the first place you should go to is that dead end on the east side of the town that we mentioned earlier. You can use this place to farm for Silver Bangles and Cumulus Pendants from those hard-to-find Statue Dogs. It's probably a good idea to leave once you've racked up enough kills on Statue Dogs to earn points from them. Staying any longer will quickly become tedious, as you will eventually be returning to Rosa later on.



RARE ITEMS

ITEM	MONSTER 1'S DROP %	MONSTER 2'S DROP %
Dreamflower Ash	Mish (2%)	-
Silver Bangle	Statue Dog (4%)	Gold Child (3%)
Cumulus Pendant	Sand Tortoise (2%)	Statue Dog (1%)

When you feel like you've done enough wandering around Salgin, head to the gate west of the Residential Area. You'll find a chest with a Bomb Trap by the gate, and a stall where you can rent a Yago (1-4 Mark p.49). Talk to Katahari and pay him 200 Zehn to rent the Yago and finish this Chapter.



← Talk to Katahari and pay his fee to end the Chapter.

CHAPTER 1 – DEPARTURE

ENCOUNTER GROUPS TABLE

ENCOUNTER GROUPS

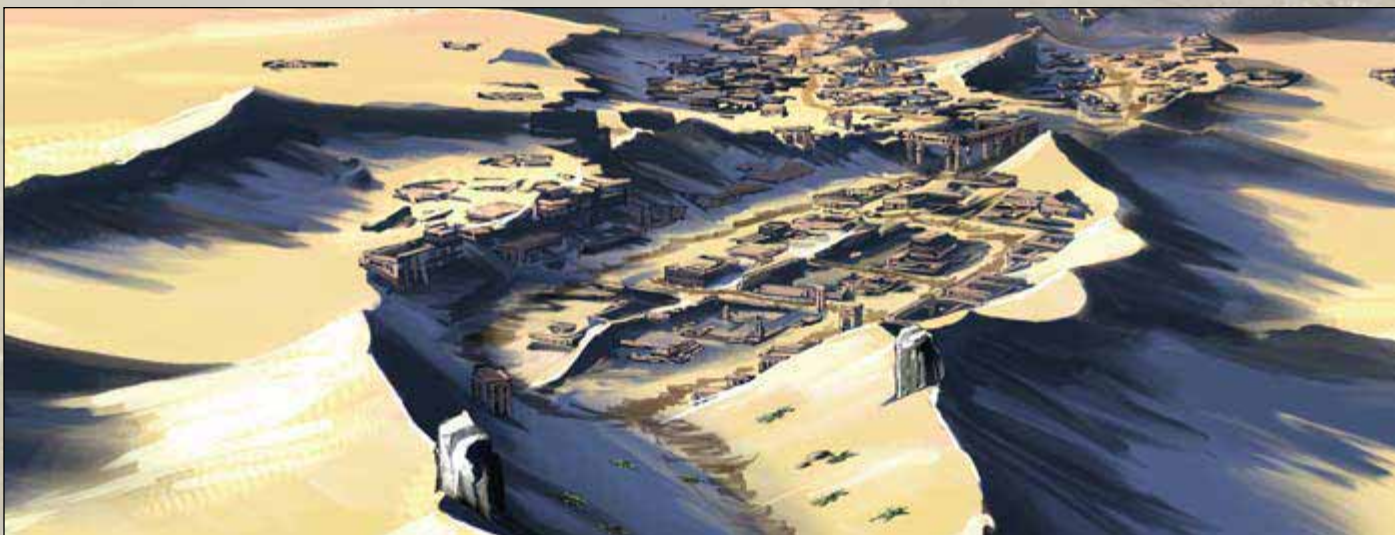
Group Name	Total # Foes	# Species	# Monster A	# Monster B	# Monster C	# Monster D	# Monster E
Baphu A	3-5	2	Baphu 1-4	Dragonfly 0-4	Mish 0-4	Cactulus 0-4	Statue Dog 0-4
Sand Tortoise A	3-5	2	Sand Tortoise 1-4	Dragonfly 0-4	Mish 0-4	Cactulus 0-4	Gold Child 0-4
Baphu Group	3-4	1	Baphu 3-4	-	-	-	-
Sand Tortoise Group	3-4	1	Sand Tortoise 3-4	-	-	-	-
Dragonfly Group	3-5	1	Dragonfly 3-5	-	-	-	-
Statue Dog Group	4-5	1	Statue Dog 4-5	-	-	-	-
Mish Group	4-5	1	Mish 4-5	-	-	-	-
Cactulus Group	4-5	1	Cactulus 4-5	-	-	-	-
Gold Child Group	4-5	1	Gold Child 4-5	-	-	-	-
Big Enemy Combo	4-5	2	Baphu 2-4	Sand Tortoise 2-3	-	-	-
Baphu Trio	3-5	3	Baphu 1-3	Dragonfly 1-2	Mish 1-2	-	-
Tortoise Trio	3-5	3	Sand Tortoise 1-3	Cactulus 1-2	Gold Child 1-2	-	-

■ High Chance of Appearing ■ Low Chance of Appearing

SALGIN RANDOM ENCOUNTER TABLE

MAXIMUM CHARACTER LEVEL FOR CHALLENGE BATTLES: 15

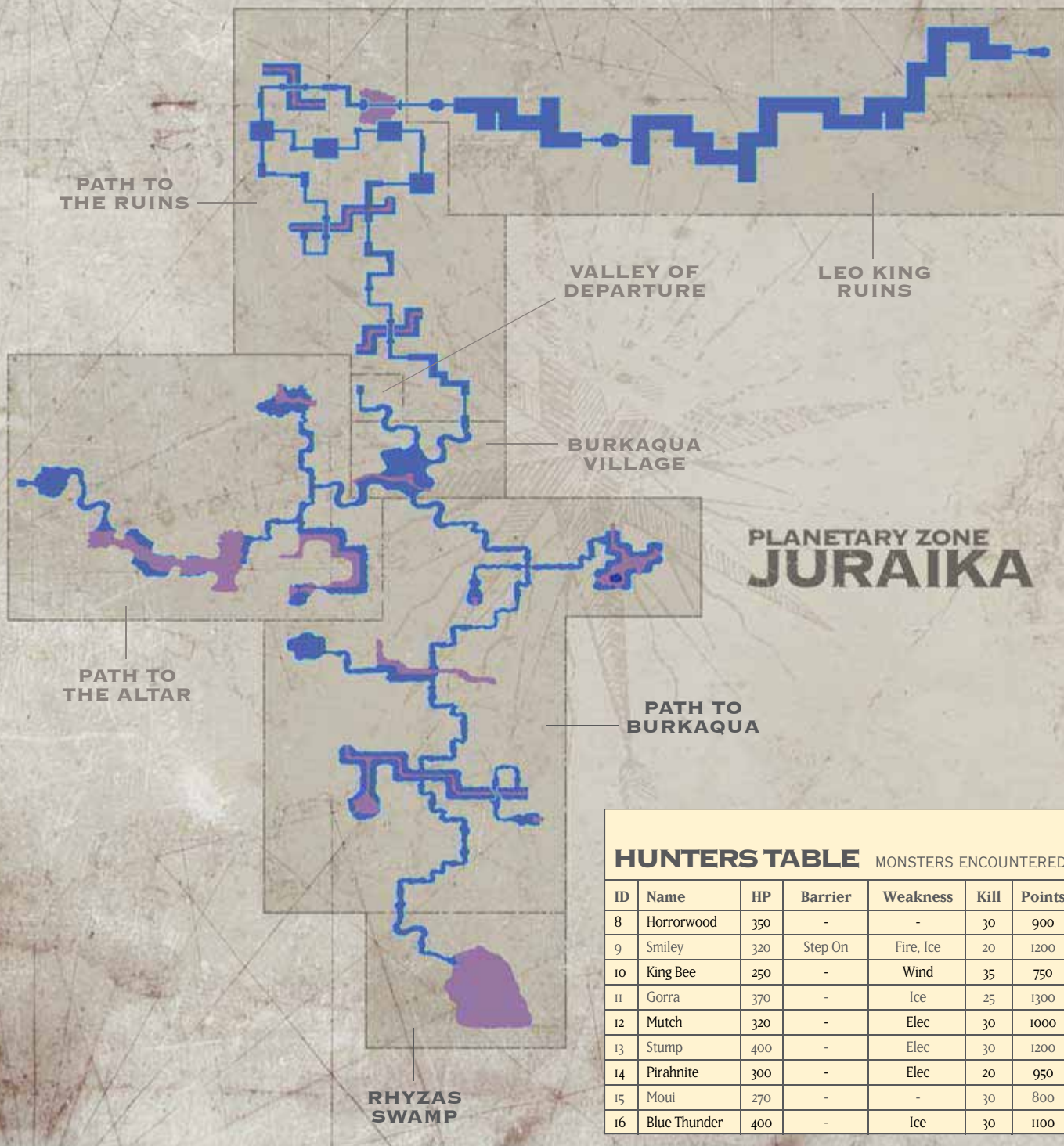
Location	Time	Rate	Group A	Group B	Group C	Group D	Group E
Near the Church	Before 1-3	High	Baphu A	Baphu Trio	Cactulus Group	Mish Group	-
Path Beginning	Before 1-3	High	Baphu A	Baphu Group	Dragonfly Group	Mish Group	-
Path Midpoint (1st half)	Before 1-3	High	Baphu A	Baphu Group	Dragonfly Group	Statue Dog Group	-
Path Midpoint (2nd half)	Before 1-3	High	Baphu A	Baphu Group	Dragonfly Group	Gold Child Group	-
Path Endpoint	Before 1-3	High	Baphu A	Sand Tortoise A	Big Enemy Combo	Baphu Trio	Tortoise Trio
Path: Eastern Gate	Before 1-3	High	Baphu A	Mish Group	Statue Dog Group	-	-
Near the Church	After 1-3	Low	Baphu A	Baphu Trio	Cactulus Group	Mish Group	-
Path Beginning	After 1-3	Low	Baphu A	Baphu Group	Dragonfly Group	Mish Group	-
Path Midpoint	After 1-3	Low	Sand Tortoise A	Sand Tortoise Group	Big Enemy Combo	Gold Child Group	-
Path Endpoint	After 1-3	Low	Baphu A	Sand Tortoise A	Big Enemy Combo	Baphu Trio	Tortoise Trio
Path: Eastern Gate	After 1-3	Low	Baphu Trio	Tortoise Trio	Mish Group	Statue Dog Group	-
Residential Area: Plaza	After 1-3	Low	Baphu Trio	Tortoise Trio	Baphu _	Mish Group	Gold Child Group





CHAPTER 2

JUNGLE PLANET



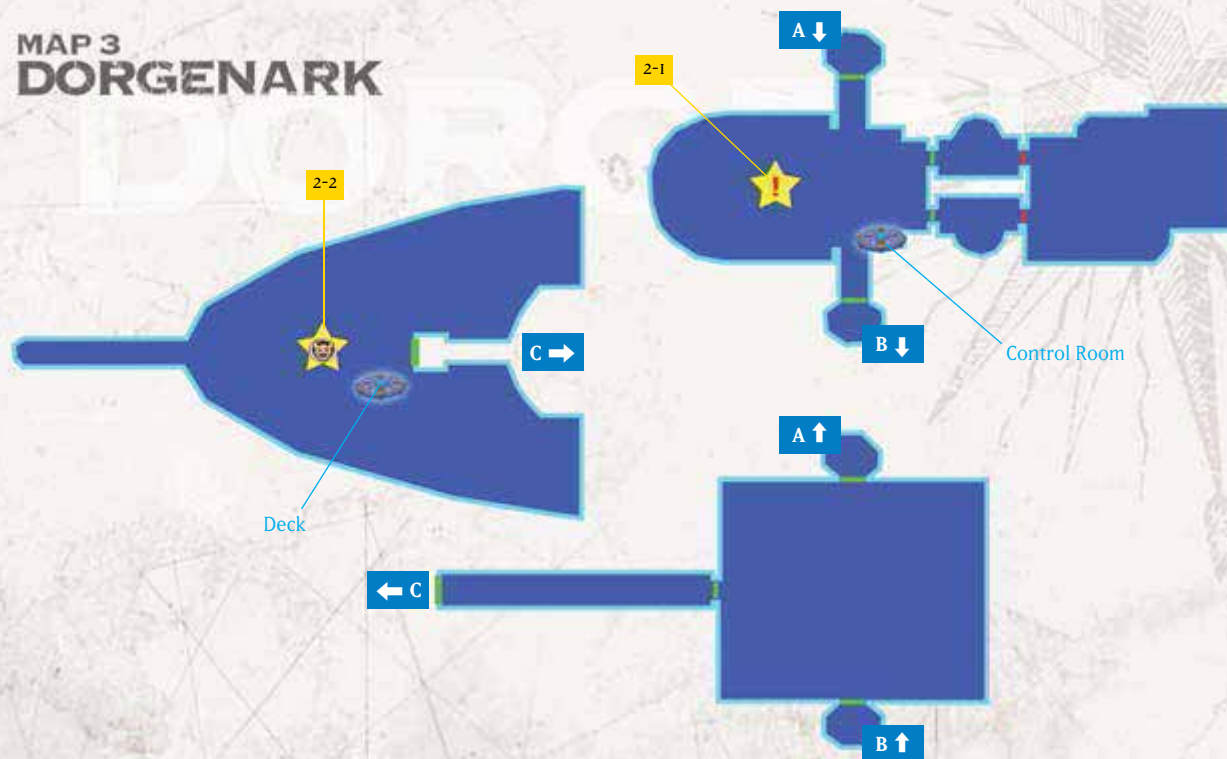
HUNTERS TABLE

MONSTERS ENCOUNTERED

ID	Name	HP	Barrier	Weakness	Kill	Points
8	Horrorwood	350	-	-	30	900
9	Smiley	320	Step On	Fire, Ice	20	1200
10	King Bee	250	-	Wind	35	750
11	Gorra	370	-	Ice	25	1300
12	Mutch	320	-	Elec	30	1000
13	Stump	400	-	Elec	30	1200
14	Pirahnite	300	-	Elec	20	950
15	Moui	270	-	-	30	800
16	Blue Thunder	400	-	Ice	30	1100

CHAPTER 2 – JUNGLE PLANET

WALKTHROUGH - CAPTAIN'S LOG

MAP 3
DORGENARK

STAR CHART

SCENARIO FLOWCHART

- | | |
|------|---|
| 2-1 | Talk to Steve |
| 2-2 | Meet Kisala on deck.
Boss Fight: Deviler. |
| 2-3 | Land on Juraika. |
| 2-4 | Head North until you're blocked by a statue. |
| 2-5 | Get the Power Glove from Filio. |
| 2-6 | Use the Power Glove to move the statue. |
| 2-7 | Get the Bomb from Dario. |
| 2-8 | Use the Bomb to blow up the boulder. |
| 2-9 | Introduced to Insector gathering. |
| 2-10 | Head north to Burkaqua Village. |
| 2-11 | Head west to the Spring.
Boss Fight: Mud Whooper. |
| 2-12 | Get Toady |
| 2-13 | Go to Burkaqua Village. |

After boarding the Dorgenark and regaining control of Jaster, talk to Steve (2-1 Mark) at the helm.

→ Talk to Steve before looking around the Dorgenark.



Before you take a look around the ship, you should save the game. Take either the north or south elevator up to the bar and walk out onto the deck to meet up with Kisala.



OFFICIAL ROGUE GALAXY™

STRATEGY GUIDE



BOSS FIGHT

DEVILER x4

STATS

HP	407	ATK	30	DEF	80
----	-----	-----	----	-----	----

WEAK

FIRE, ICE

LOOT

XP	15	ZEHN	84-105
----	----	------	--------

ITEMS

HEAL POTION x2

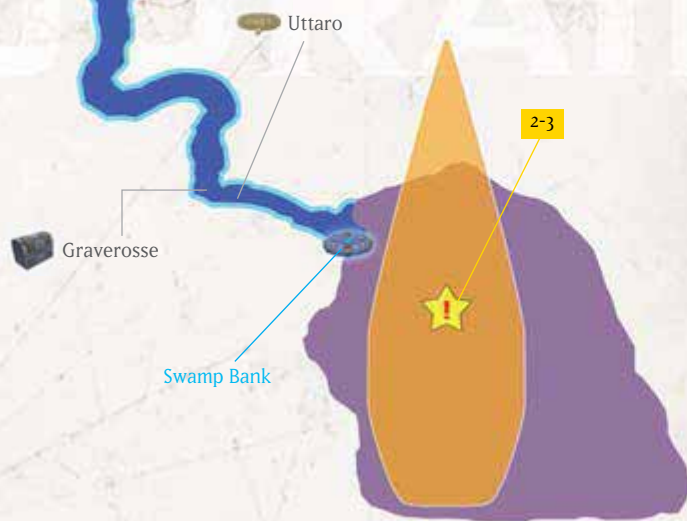
Boss Strategy

Inflicting damage on the Devilers (2-2 Mark, P.53) can be hard if all you do is try to shoot them down. You should block and wait while staying locked on to one of the Devilers. When a Deviler strafes the deck, shooting it with Jaster's gun will stun it for a long time, enabling both Jaster and Kisala to gang up on it. Keep repeating this until the Boss HP bar is depleted.



Path to Burkaqua →

MAP 4 RHYZAS SWAMP



Once the battle is over, you'll crash on the jungle planet of Juraika. Activate the landing gondola to the west and start your trek. (2-3 Mark)

There's a vendor nearby, as well as a chest containing a new gun for Jaster. Check this man's wares out, as it'll be a while until you find another shop in this region.

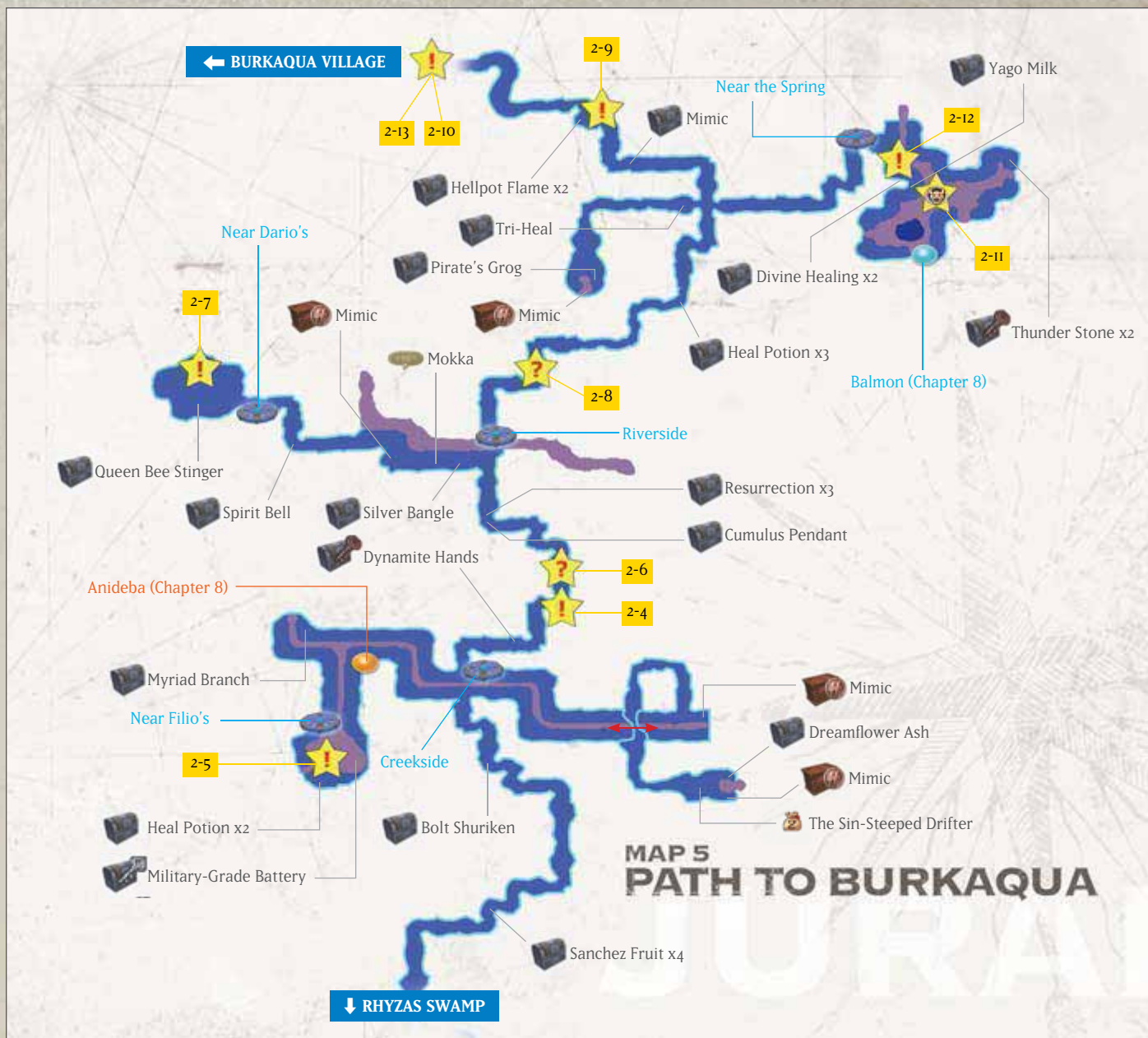


RHYZAS SWAMP VENDOR

VENDOR: UTTARO

TYPE	NAME	REQ.	AMT.	PRICE
Recovery	Heal Potion	-	Inf.	50
Recovery	Recharge Drink	-	10	70
Recovery	Resurrection	-	Inf.	200
Recovery	Wake-Up Drops	-	5	100
Recovery	Relaxing Aroma	-	5	100
Recovery	Electroless	-	5	100
Recovery	Paralysis Cure	-	5	100
Recovery	Antidote	-	20	100
Jaster/Sub/Bt	Burning Blaster	-	3	530
Kisala/Sub/Ai	Leather Sneakers	-	3	310
Zegram/Sub/Ai	Shuriken	-	5	300
Kisala/Sub/Ai	Pirate's Daggers	-	5	260

CHAPTER 2 – JUNGLE PLANET



Following this path north will lead you to a stream, where there are multiple roads you can take. If you go to the east, you'll find it leads to a dead end, featuring a few treasure chests and a couple of Mimics. Be sure to check the map for the Mimics' locations, because they are extremely vicious.

To proceed with the game, go north from the nearby save point. At the end of that path, you'll come across an impassable statue. (2-4 Mark) Approach it to trigger a cutscene, then head back to the save point. Now take the path to the west, then go south to find a hut. (2-5 Mark) Once you've triggered the cutscene, you'll receive the Power Glove.

You may have noticed some Burkaquan Tribesmen as you were walking along the path back to the save point, which means the scene has changed. If you check back at the vendor in Rhyzas Swamp, he'll have restocked his items.



Return to the impassable statue and select the Power Glove from your item list while standing in the Thinking Circle to head onwards. (2-6 Mark)



Eventually you'll come across a river in a clearing, with a save point on the other side. Ignore the save point for now and head west, you'll run into Mokka the vendor.



PATH TO BURKAQUA VENDOR

VENDOR: MOKKA

TYPE	NAME	REQ.	AMT.	PRICE
Recovery	Heal Potion	-	Inf.	50
Recovery	Resurrection	-	Inf.	200
Recovery	Divine Healing	-	5	200
Recovery	Wake-Up Drops	-	5	100
Recovery	CO2 Powder	-	5	100
Recovery	Paralysis Cure	-	5	100
Food	Sanchez Fruit	-	Inf.	150
Food	Mellow Banana	-	10	150
Food	Juraikan Coffee Beans*	-	-	-
Jaster/Main/B1	Rock Crusher	-	5	400
Kisala/Main/A3	Pirate's Glaives	-	5	650
Zegram/Main/A3	Half-Moon Rising	-	5	640
Zegram/Sub/A2	Shriken Deux	-	5	530

*Not available until Chapter 3 starts.

Keep heading west and you'll run into the tutorial for Burning Strike, and receive an Ancient Scroll. It's best to place that scroll on Jaster's Revelation Flow. As you go further to the west, you'll find a save point and a cratered clearing. Walk inside the hut to get the Bomb. (2-7 Mark p.55)

→ If you get an Ancient Scroll, place it on your favorite character's Revelation Flow.



Head north across the river to that save point you passed by earlier, and follow the path until you reach a huge boulder. (2-8 Mark p.55) Use the Bomb at the Thinking Circle to blow up the boulder that's blocking your path. Continue heading north until you come across another fork in the path. Heading east will take you to a dead end with a treasure chest and a Mimic, and heading west will take you to a spring. For now, your main destination should be north.

As you head along the twisted path to the north, you'll meet Fabre (2-9 Mark p.55) who'll introduce you to Insectors and the Insectron tournament. (See p.183 for the full details.) Keep pressing onwards until you arrive at the gate to Burkaqua Village (2-10 Mark p.55). After a cutscene, you'll be denied access to the village. Head back to the intersection and take the east path to the spring. Take some time to rack up on Moui kills, because these rare enemies appear most often around the save point on this path. Walk into the spring and you'll throw down with the biggest boss yet.



← The elusive Moui appears most often near the Transporter by the spring.



BOSS FIGHT

MUD WHOOPER

STATS

HP	6000	ATK	60	DEF	140
WEAK		FIRE, ICE			

LOOT

XP	110	ZEHN	350
ITEMS		ROCK CRUSHER, HEAL POTION	

Boss Strategy

The first thing you want to do in this fight is set your Team Command to "Step Back." This helps keep your allies from charging the Mud Whooper (2-11 Mark p.55) and getting killed by its wide-area electrical attack, which will severely injure or outright kill any character that's standing nearby. You can block to lessen the damage, but if you just charge the Whooper you'll still need loads of Heal Potions to keep up. The only way to be completely safe from this attack is to get out of the water entirely.

An ideal strategy is to back your party onto the solid ground around the spring. Focus on damaging the Whooper with ranged shots from the character you're controlling. Start with Jaster, then move on to Zegram or Lilika after Jaster's ammo runs dry. Get as close to the Whooper as you can without standing too close to the water's edge, to maximize your damage per shot. Once everyone is out of ammo, the Whooper should be very close to dying (if it's still alive at all). Switch your Team AI setting to Attack Same Target and charge to melee range to finish it off. Have Zegram use Drunken Burst, followed by Flame Sword, to dish out tremendous damage.



CHAPTER 2 – JUNGLE PLANET

After the battle is over, take a few steps towards the save point and you'll meet Toady (2-12 Mark p.55). After he joins (as an item in your inventory) you will now be able to fuse your weapons (see P.279 for full details). At this point, the vendors you met earlier will restock their inventories again.



Before you head back to Burkaqua, now's a perfect time to level up and fuse some weapons while hunting for some particularly rare items. Star Earrings (which are dropped by Smiley) and Dream Mushrooms (dropped by Mutch) are especially hard to acquire.

RARE ITEMS

ITEM	MONSTER 1'S DROP %	MONSTER 2'S DROP %
Spirit Bell	Horrorwood (2%)	-
Dreamflower Ash	Smiley (3%)	-
Star Earring	Smiley (3%)	Moui (1%)
Dream Mushroom	Mutch (3%)	-
Magic Lipstick	Mutch (1%)	-

If you start feeling bored or if you've got plenty of items, return to the gates at Burkaqua Village. The ensuing cutscene will end the second chapter. (2-13 Mark p.55)

ENCOUNTER GROUPS TABLE

CHAPTER 2

Group Name	Total # Foes	# Species	# Monster A	# Monster B	# Monster C	# Monster D	# Monster E
Horrorwood A	3-5	2	Horrorwood 1-4	Moui 0-2	King Bee 0-2	Mutch 0-2	Blue Thunder 0-2
Gorra A	3-5	2	Gorra 1-4	Horrorwood 0-2	King Bee 0-2	Mutch 0-2	Stump 0-2
Smiley A	3-5	2	Smiley 1-3	Moui 0-2	Blue Thunder 0-2	Mutch 0-2	Stump 0-2
Horrorwood Group	3-4	1	Horrorwood 3-4	-	-	-	-
Gorra Group	3-4	1	Gorra 3-4	-	-	-	-
Moui Group	4-5	1	Moui 4-5	-	-	-	-
King Bee Group	4-5	1	King Bee 4-5	-	-	-	-
Mutch Group	4-5	1	Mutch 4-5	-	-	-	-
Stump Group	4-5	1	Stump 4-5	-	-	-	-
Blue Thunder Group	4-5	1	Blue Thunder 4-5	-	-	-	-
Smiley Group	4-5	1	Smiley 4-5	-	-	-	-
Pirahnite Group	4-5	1	Pirahnite 4-5	-	-	-	-
Gorra Trio	4-5	3	Gorra 1-4	Blue Thunder 1-4	King Bee 1-2	-	-
Mutch Trio	4-5	3	Mutch 1-4	Stump 1-4	King Bee 1-2	-	-
Big Enemy Combo	3-5	2	Gorra 2-4	Horrorwood 2-4	-	-	-
Stump Smiley Combo	3-5	2	Stump 2-4	Smiley 1-3	-	-	-

■ High Chance of Appearing ■ Low Chance of Appearing

PATH TO BURKAQUA RANDOM ENCOUNTERS TABLE

MAXIMUM CHARACTER LEVEL FOR CHALLENGE BATTLES: 23

Location	Time	Rate	Group A	Group B	Group C	Group D	Group E
Beginning	-	Normal	Gorra A	Gorra Group	Horrorwood Group	Horrorwood A	Stump Group
Midpoint	-	Normal	Gorra A	Gorra Group	Gorra Trio	Stump Group	Smiley Group
Endpoint	-	Normal	Gorra A	Gorra Group	Mutch Trio	Big Enemy Combo	Mutch Trio
To The Spring	-	Normal	Horrorwood A	Moui Group	Horrorwood Group	Stump Smiley Combo	Smiley A
Creekside	-	Normal	King Bee Group	Gorra Trio	Pirahnite Group	Smiley Group	-
Creek	-	Normal	King Bee Group	Gorra Trio	Pirahnite Group	-	-
Riverside	-	Normal	King Bee Group	Gorra Trio	Pirahnite Group	Smiley A	-
Spring	-	Normal	King Bee Group	Pirahnite Group	-	-	-
Dead Ends	-	Normal	Gorra Group	Stump Group	Blue Thunder Group	Smiley Group	-



CHAPTER 3

THE STAR GOD'S ALTAR



PATH TO
THE RUINS

VALLEY OF
DEPARTURE

LEO KING
RUINS

BURKAQUA
VILLAGE

PLANETARY ZONE
JURAIKA

PATH TO
THE ALTAR

PATH TO
BURKAQUA

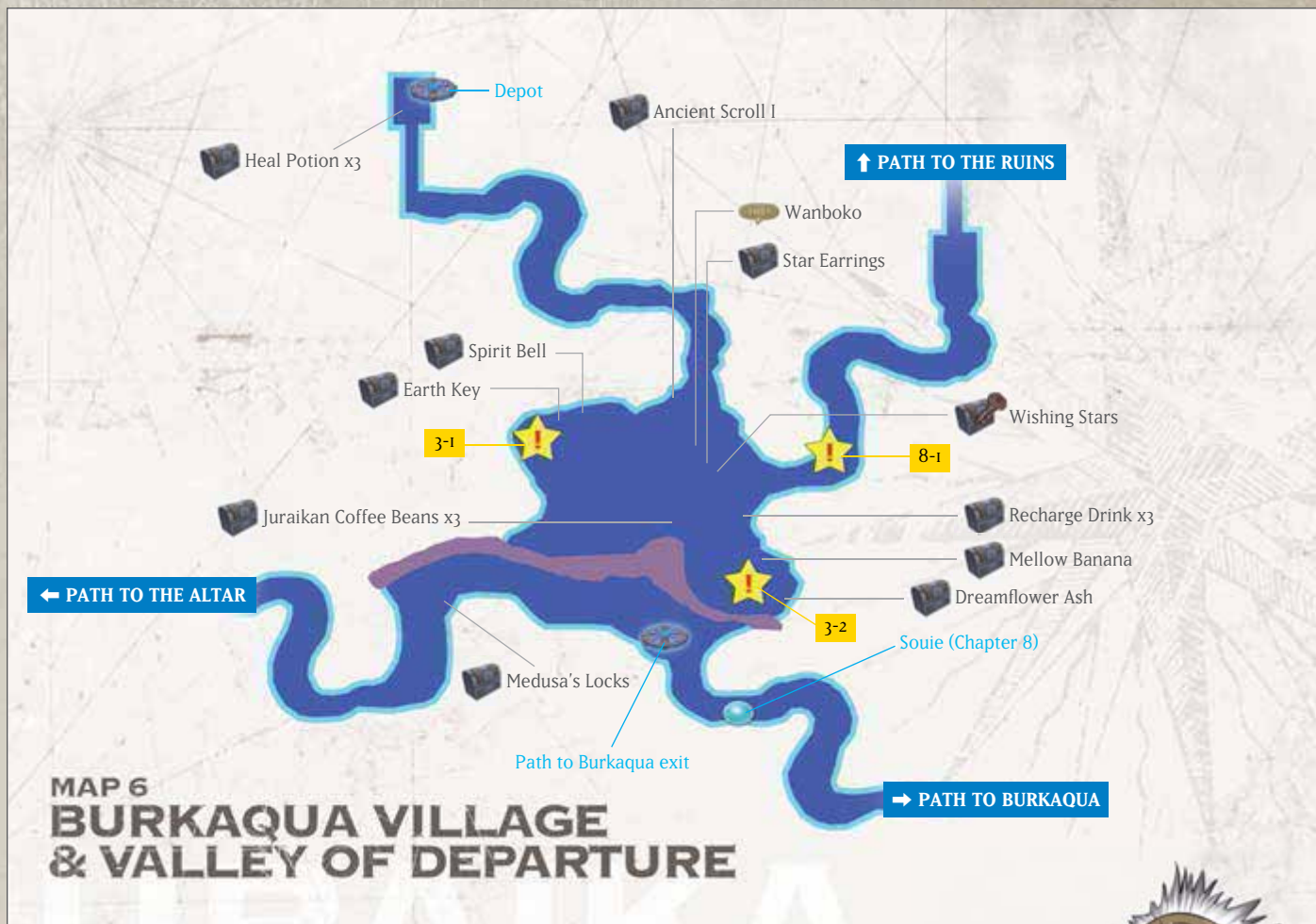
RHYZAS
SWAMP

HUNTERS TABLE MONSTERS ENCOUNTERED

ID	Name	HP	Barrier	Weakness	Kill	Points
8	Horrorwood	350	-	-	30	900
9	Smiley	320	Step On	Fire, Ice	20	1200
10	King Bee	250	-	Wind	35	750
11	Gorra	370	-	Ice	25	1300
12	Mutch	320	-	Elec	30	1000
13	Stump	400	-	Elec	30	1200
16	Blue Thunder	400	-	Ice	30	1100
17	Maurya	800	-	-	20	800
18	Stinger	600	-	Ice	30	1400
19	Red Spider	900	-	Ice	30	2000
20	Cactugus	600	-	-	30	1300
21	Shadow Wood	600	-	Fire, Holy	20	1200
22	Muu Muu	600	-	Fire	20	1750

CHAPTER 3 – THE STAR GOD’S ALTAR

WALKTHROUGH - CAPTAIN'S LOG



STAR CHART

SCENARIO FLOWCHART

- | | |
|-----|--|
| 3-1 | Visit the Chief's Hut. |
| 3-2 | Visit the Shrine Maiden's Hut. |
| 3-3 | Find the Broken Freeze Shot. |
| 3-4 | Go to Sherio's Hut to the south to fix the Freeze Shot. |
| 3-5 | Go to the Thinking Circle by the waterfall. Use the Freeze Shot, then the Monography Shot. |
| 3-6 | Zegram leaves the party. |
| 3-7 | Boss Battle: Individer. |

After you arrive in Burkaqua Village, you should scour the area for the multitude of treasure chests scattered about the ground and in huts. Once you've shamelessly looted the village, head over to the Chief's Hut (Mark 3-1). Once you enter, you'll trigger a cutscene and night will fall upon the village. You'll be instructed to head to the Maiden's Hut, which is marked as a star on your minimap. Before you go, there's a lot of stuff you can do in the village.

The first thing you should do is go back inside the Chief's Hut and open the chest to get the Earth Key.



Secondly, now is a good time to buy some stuff from the village store, because the shop will be restocked after you visit the Maiden's Hut.



VENDOR: WANBOKO

* After the Freeze Shot is fixed Sirius' Claws will become available along with an infinite supply of Deep Aquas.

** After Zegram leaves, there's an infinite stock of Violet Stars.



Finally, you'll be allowed to leave town either to the south, or to the new wander about the new areas in battles, and fuse them as you pass through this area (59).



➔ There's actually a lot to be gained.

MAP 7

PATH TO THE ALTAR

Antidote x2
3-7
Star God's Altar
Magic Lipstick
3-6
Snow Crest
Jungle Coat
3-5
Queen Bee Stinger x2
Waterfall
Limaka
Near Sherio's
3-4
Wanderer's Coat
Myriad Branch x2
Ruby
Mimic
The Rock 'n' Roller
The Crashed Cruiser
Frozen Slasher
Hoho Bird Feather x4
Ancient Scroll I
Heal Potion x3
Magic Lipstick
3-3

→ BURKAQUA VILLAGE

CHAPTER 3 – THE STAR GOD’S ALTAR

RARE ITEMS

ITEM	MONSTER 1’S DROP %	MONSTER 2’S DROP %
Spirit Bell	Maurya (3%)	Horrorwood (2%)
Dreamflower Ash	Smiley (3%)	-
Star Earring	Smiley (3%)	-
Dream Mushroom	Mutch (5%)	Shadow Wood (1%)
Magic Lipstick	Mutch (1%)	-
Hoho Bird Feather	Stinger (3%)	Red Spider (2%)
Medusa’s Locks	Red Spider (4%)	Cactusus (3%)



ENCOUNTER GROUPS TABLE

CHAPTER 3

Group Name	Total # Foes	# Species	# Monster A	# Monster B	# Monster C	# Monster D	# Monster E
Gorra A	3-5	2	Gorra 1-4	Horrorwood 0-2	King Bee 0-2	Mutch 0-2	Stump 0-2
Stinger A	3-5	2	Stinger 1-4	Cactusus 0-2	Muu Muu 0-2	Mutch 0-2	Blue Thunder 0-2
Red Spider A	3-5	2	Red Spider 1-4	Cactusus 0-2	Muu Muu 0-2	Mutch 0-2	Shadow Wood 0-2
Shadow Wood A	3-5	2	Shadow Wood 1-4	Cactusus 0-2	Muu Muu 0-2	Mutch 0-2	Blue Thunder 0-2
Gorra Group	3-4	1	Gorra 3-4	-	-	-	-
King Bee Group	4-5	1	King Bee 4-5	-	-	-	-
Stump Group	4-5	1	Stump 4-5	-	-	-	-
Smiley Group	4-5	1	Smiley 4-5	-	-	-	-
Stinger Group	4-5	1	Stinger 4-5	-	-	-	-
Red Spider Group	3-5	1	Red Spider 3-5	-	-	-	-
Cactusus Group	4-5	1	Cactusus 4-5	-	-	-	-
Maurya Group	4-5	1	Maurya 4-5	-	-	-	-
Shadow Wood Group	4-5	1	Shadow Wood 4-5	-	-	-	-
Piranha Group	3-5	2	Maurya 2-4	Maurya 2-4	-	-	-
Gorra Trio	4-5	3	Gorra 1-4	Blue Thunder 1-4	King Bee 1-2	-	-
Big Enemy Combo	3-5	2	Gorra 2-4	Horrorwood 2-4	-	-	-

■ High Chance of Appearing ■ Low Chance of Appearing

PATH TO THE ALTAR RANDOM ENCOUNTERS TABLE

MAXIMUM CHARACTER LEVEL FOR CHALLENGE BATTLES: 28

Location	Time	Rate	Group A	Group B	Group C	Group D	Group E
Path	-	Normal	Stinger A	Red Spider A	Big Enemy Combo	Gorra A	Stump Group
Along River	-	Normal	Stinger A	Red Spider A	Red Spider Group	Maurya Group	King Bee Group
Along Waterfall	-	Normal	King Bee Group	Gorra Trio	Cactusus Group	Maurya Group	Piranha Group
Near the Altar	-	Normal	Stinger A	Red Spider A	Red Spider Group	Shadow Wood A	Smiley Group
Above Waterfall	-	Normal	Stinger A	Red Spider A	Stinger Group	Gorra Group	Shadow Wood A

After visiting the Maiden’s Hut, follow Lilika to the west. First, when you reach a fork in the path, go north to locate a Broken Freeze Shot (3-3 Mark) near the crashed ship.





Next, you'll need to head all the way south to find Sherio's Hut (3-4 Mark p.60). He'll fix the Broken Freeze Shot, allowing Jaster to use it. At this point, all Vendors will restock their inventories. You can go back to the village now and buy Kisala a new pair of daggers.



↑ Fix the Freeze Shot

Head back north along the riverbank and take the path west to reach the waterfall. The Vendor here will be of some help, since he carries a couple of weapons and some Revelation Flow items.



PATH TO THE ALTAR VENDOR

VENDOR: LIMAKA

TYPE	NAME	REQ.	AMT.	PRICE
Recovery	Heal Potion	-	Inf.	50
Recovery	Resurrection	-	Inf.	200
Recovery	Recharge Drink	-	10	70
Recovery	Stamina Extract	-	8	100
Crystal	Diamond	-	2	400
Crystal	Ruby	-	1	400
Crystal	Lapis Lazuli	-	1	400
Food	Yago Milk	-	Inf.	150
Food	Ultraspicy Pepper	-	5	180
Jaster/Main/D1	Rising Sun*	-	2	1100
Lilika/Sub/A2	Warrior's Hatchet	-	5	1400

* Available after the Freeze Shot is fixed.

Jump into the flowing river and swim down it to find a Thinking Circle (3-5 Mark p.60). Use the Freeze Shot to freeze the waterfall, and then use the Monography Shot to create floating platforms so you can scale the frozen cliff.



The camera may prove to be your worst enemy as you scale the waterfall, but it's easier if you simply orient your point of view so that you're jumping either to the left or to the right across the face of the cliff. You'll find a new costume for Jaster when you get about halfway up there.

→ Think of the waterfall as a series of 2D platforms.

After scaling the waterfall, just keep swimming west until a path to the north opens up. Once Zegram leaves the party (3-6 Mark p.60), there'll be a save point nearby.



Save the game, and use the save point to warp around to the various locations. This is your last chance to collect hunting points, hard-to-get items, and money to buy provisions, because you won't be coming back to Juraika for a bit. Once you progress past the save point, you'll enter a boss battle that will conclude the chapter.

Boss Strategy

This battle is very easy. Although the Individer (3-7 Mark, p.60) can't be damaged by normal attacks, a blast of ice from the Freeze Shot will set it up nicely. When it's frozen, the Individer will be paralyzed for several seconds, during which time it'll take damage from all of your attacks. Use this opportunity to activate all your best weapon enhancement skills, such as Illusion Sword, to make the most out of this opportunity.

Once the Individer has recovered from being frozen, wait for the Freeze Shot to recharge, then fire again to repeat the process.



BOSS FIGHT

INDIVIDER

STATS			
HP	7000	ATK	90
DEF	200		
WEAK		ICE	

LOOT	
XP	259
ZEHN	560
ITEMS	
TRI-HEAL, RESURRECTION x2	



CHAPTER 4 – THE GREAT ESCAPE

CHAPTER 4 THE GREAT ESCAPE

PLANETARY ZONE ZERARD

GLADIUS
TOWERS

STARSHIP
FACTORY

GALAXY
CORPORATION

WEST SIDE

EAST SIDE

MAIN STREET

ZERARD
SPACEPORT

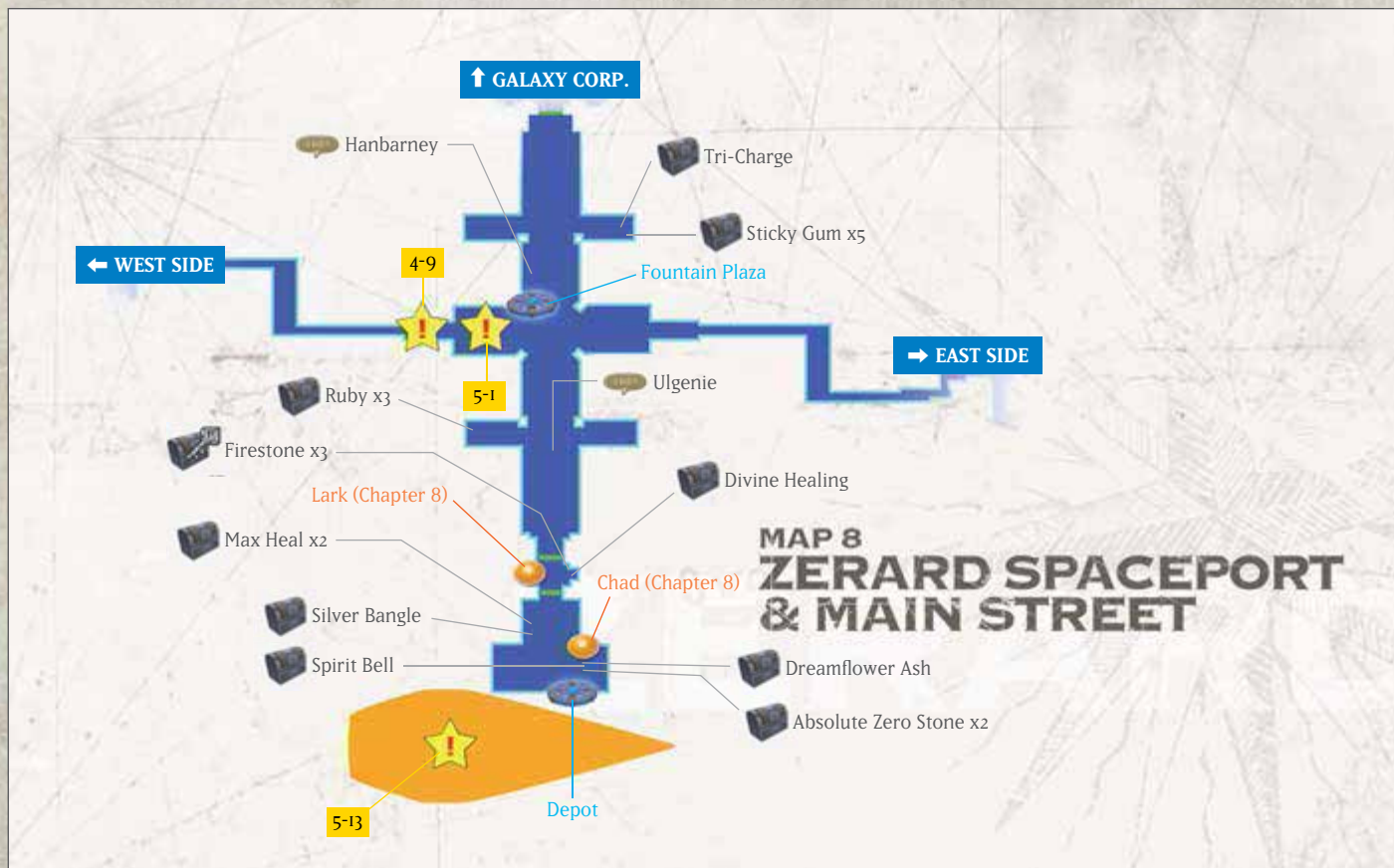
ROSENCASTER
PRISON

HUNTERS TABLE MONSTERS ENCOUNTERED

ID	Name	HP	Barrier	Weakness	Kill	Points
23	Roller	900	-	Ice	20	1500
24	Slime	950	-	-	30	900
25	Tarantula	1150	-	Ice	30	1200
26	Petit Pooch	900	-	Elec	30	1200
27	Livid Ape	1150	-	Ice	30	2000
28	Shadowman	1000	-	Holy	30	1400
29	Savage Dog	1000	-	Fire	30	1900
30	Crow	950	-	-	30	1700
31	Proto beast	1050	-	-	30	1700
32	Nelvoron	1100	-	Elec	25	1800
33	Phantom Tail	1200	-	Wind	30	1950



WALKTHROUGH - CAPTAIN'S LOG



STAR CHART

SCENARIO FLOWCHART

4-1	Go to the Galaxy Corporation's front desk.
4-2	Talk to the Mysterious Prisoner, and then try to leave.
4-3	Event Battle: Protobeast x1
4-4	Pick up the Prison Key from the chest.
4-5	Use the Prison Barrier Key at the Thinking Circle.
4-6	Pick up the Prison EV Startup Key from the chest.
4-7	Use the Prison EV Startup Key at the Thinking Circle.
4-8	Boss Fight: Rosencaster.
4-9	Head for Main Street.

Once you've gained control of Jaster again, on Zerard, your first goal is the Galaxy Corporation that's straight ahead. Before heading there, explore this vast city, do a little shopping, and collect the contents of all the chests along the way. Start by checking the wares of the Vendor standing nearby.



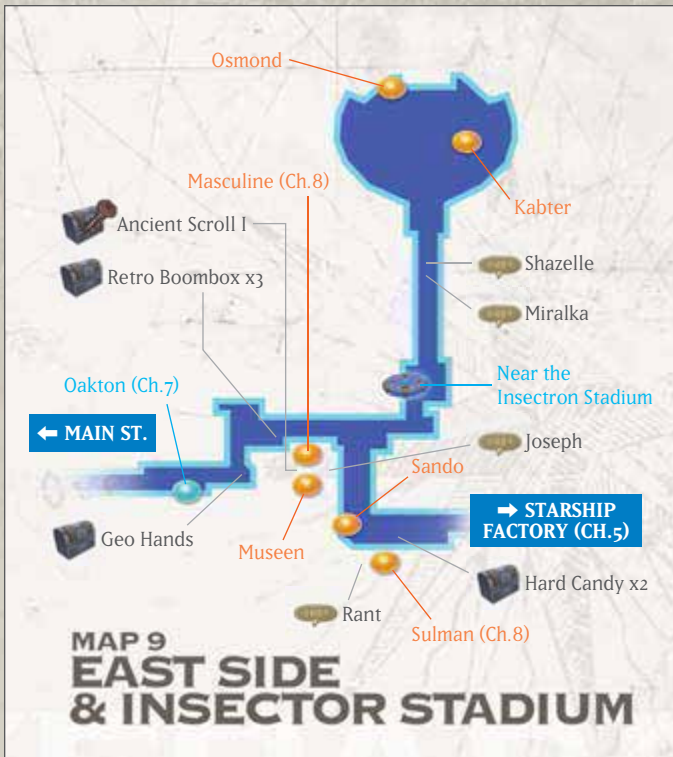
MAIN STREET MERCHANT A

VENDOR: ULGENIE

TYPE	NAME	REQ.	AMT.	PRICE
Recovery	Heal Potion	-	Inf.	50
Recovery	Max Heal	-	7	150
Recovery	Tri-Heal	-	7	80
Recovery	Recharge Drink	-	10	70
Recovery	Tri-Charge	-	7	120
Recovery	Elixir	-	2	250
Recovery	Resurrection	-	Inf.	200
Battle	Strength Star	P	5	250
Battle	Guardian Sphere	P	5	250
Battle	Divine Protection	P	3	200
Protect	Mind Guard	F	2	700
Protect	Daze Guard	F	2	700
Protect	Paralyze Guard	F	2	700
Jaster/Main/B2	Ridge Crusher	-	Inf.	660
Zegram/Sub/B3	White Lightning	-	Inf.	1600

Head south, back towards the Dorgenark, and open up the multitude of chests placed around the waiting and docking areas of the spaceport.

CHAPTER 4 – THE GREAT ESCAPE



Next, you should head to the East Side of the city and visit the Insector Stadium, where you can purchase a License to compete in the Insector Tournament. You can also buy food and crystals for your Insectrons and the Revelation Flow.



INSECTOR STADIUM LICENSE SHOP

VENDOR: MIRALKA

TYPE	NAME	REQ.	AMT.	PRICE
Scenario	Insector License	-	1	3000



INSECTOR STADIUM ITEM SHOP

VENDOR: SHAZELLE

TYPE	NAME	REQ.	AMT.	PRICE
Insector	Insector Trap I	-	-	1000
Insector	Insector Trap II	-	1	1200
Insector	Rearing Cage I	-	-	2000
Insector	Rearing Cage II	-	1	1800
Insector	Battle Food	-	Inf.	800
Insector	Feed Formula	-	Inf.	800
Alchemy	Smoked Rainbow Newt	-	3	180
Alchemy	Electric Eel	-	3	150
Crystal	Diamond	-	3	400
Crystal	Ruby	-	3	400
Crystal	Lapis Lazuli	-	3	400
Crystal	Firestone	-	1	600
Crystal	Dark Onyx	-	1	600
Food	Sanchez Fruit	-	Inf.	150
Food	Mellow Banana	-	Inf.	150
Food	Sticky Gum	-	Inf.	120
Food	Hard Candy	-	Inf.	100
Food	Yago Milk	-	Inf.	150
Food	Juraikan Coffee Beans	-	5	150
Food	Ultraspcy Pepper	-	5	180
Food	Pirate's Grog	-	5	250



There's also a weapon shop further along the East Side's road, which you should check out for Jaster and Simon.

EAST SIDE ITEM SHOP

VENDOR: JOSEPH

TYPE	NAME	REQ.	AMT.	PRICE
Recovery	Heal Potion	-	Inf.	50
Recovery	Max Heal	-	10	150
Recovery	Recharge Drink	-	15	70
Recovery	Tri-Charge	-	5	120
Recovery	Elixir	-	5	250
Recovery	Resurrection	-	Inf.	200
Recovery	Wake-Up Drops	-	Inf.	100
Recovery	Hot Breath	-	Inf.	100
Recovery	Electroless	-	Inf.	100
Recovery	Fire Douser	-	Inf.	100
Recovery	Divine Healing	-	20	200
Mech	Energy Charger	-	2	200
Mech	Pressure Pump	-	2	200
Circuit	O3 CPU	-	Inf.	200
Circuit	Nano Memory	-	Inf.	250
Metal	Iron Cube	-	Inf.	150
Metal	Iron Board	-	Inf.	150
Metal	Carbon Alloy	-	5	180
Metal	Zeranium	-	5	250



EAST SIDE WEAPON SHOP

VENDOR: JOSEPH

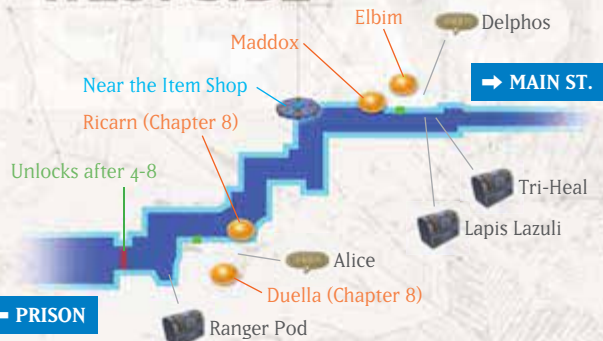
TYPE	NAME	REQ.	AMT.	PRICE
Jaster/Sub/A4	Body Arms	-	Inf.	1200
Jaster/Sub/B4	Tyrant Blaster	-	5	2000
Jaster/Sub/C2	Frost Magnum DX	-	5	590
Kisala/Main/A4	Cosmo Talismans	-	Inf.	1100
Kisala/Main/B1	Aqua Slashers	-	Inf.	510
Kisala/Main/D1	Luminous Batons	-	5	1500
Kisala/Sub/B3	Siren Stars	-	Inf.	1600
Steve/Main/A3	Knockout Hands	-	Inf.	910
Steve/Main/B3	Giga Hands*	-	3	2200
Steve/Sub/A1	Satellite SG	-	Inf.	190
Steve/Sub/A2	Satellite MG	-	Inf.	540
Steve/Sub/B1	Beam Satellites	-	3	930
Simon/Main/A4	Flaming Draken	-	5	2000
Lilika/Main/C1	Forest-Runner Bow*	-	2	1800
Jupis/Main/A1	Maniac Spear	-	3	1700
Fusion	Hyper Crystal	-	5	2800

*Not available until Chapter 5

After you've checked out all the shops and opened all the chests on the East Side, it's time to check out the West Side.



MAP 10 WEST SIDE



The most important thing about the West Side is that its weapon store sells the Ancient Scroll I. It's quite expensive, but if you want Burning Strikes for all your characters, this is the shop to remember.

WEST SIDE ITEM SHOP

VENDOR: DELPHOS

TYPE	NAME	REQ.	AMT.	PRICE
Recovery	Heal Potion	-	Inf.	50
Recovery	Resurrection	-	Inf.	200
Recovery	Stamina Extract	-	Inf.	100
Recovery	Paralysis Cure	-	Inf.	100
Recovery	Antidote	-	Inf.	100
Recovery	Divine Healing	-	Inf.	200
Metal	Zeranium	-	5	250
Metal	Izerium	-	5	260
Crystal	Ruby	-	3	400
Food	Mellow Banana	-	5	150
Food	Hard Candy	-	Inf.	100
Food	Juraikan Coffee Beans	-	5	150



WEST SIDE WEAPON SHOP

VENDOR: ALICE

TYPE	NAME	REQ.	AMT.	PRICE
Jaster/Main/A4	Star Edge	-	Inf.	820
Jaster/Main/C3	Shining Blazon	-	Inf.	1300
Jaster/Main/E1	Metal Breaker**	-	3	1500
Kisala/Sub/A2	Mode Sneakers	-	Inf.	540
Kisala/Sub/A4	Prime Sneakers	-	Inf.	1500
Kisala/Sub/C2	Wild Boots	-	5	2100
Kisala/Sub/D1	Lovely Taps	-	3	2100
Steve/Main/B1	Greater Hands	-	3	790
Simon/Main/A3	Flaming Air	-	Inf.	950
Zegram/Main/A1	Lunar Glint	-	Inf.	250
Zegram/Main/A2	Half-Moon Dawn	-	Inf.	420
Zegram/Main/B2	Diabolic Shredder	-	Inf.	860
Zegram/Main/D2	Ice Demon Fang	-	5	2200
Zegram/Sub/B1	Bolt Shuriken	-	Inf.	680
Zegram/Sub/C1	Flame Shuriken	-	Inf.	1400
Lilika/Main/B2	Sea-Queller Bow*	-	5	1700
Lilika/Sub/C1	Mud Spider Hatchet*	-	3	2100
Fusion	Omega Star	-	5	2800
Scroll	Ancient Scroll I	-	4	3000

* Not available until Chapter 5

**Becomes available after 4-8

Once you're done taking in the sights of the city, it's now time to head to the Galaxy Corporation's (4-1 Mark, p.67) front desk for a cutscene.

→ Head up the ramp to the front desk.



CHAPTER 4 – THE GREAT ESCAPE

MAIN STREET MERCHANT B

VENDOR: HANBARNEY

TYPE	NAME	REQ.	AMT.	PRICE
Recovery	Heal Potion	-	Inf.	50
Recovery	Max Heal	-	5	150
Recovery	Tri-Charge	-	7	120
Recovery	Divine Blessing	F	4	300
Recovery	Resurrection	-	Inf.	200
Battle	Strength Star	-	2	250
Battle	Guardian Sphere	-	2	250
Field	Stealth Pills	-	5	200
Circuit	O ₃ CPU	-	Inf.	200
Circuit	Nano Memory	-	Inf.	250
Metal	Revolva Alloy	-	5	250
Kisala/Main/A2	Pirate's Ashes	-	Inf.	420
Kisala/Sub/A3	Aerie Sneakers	-	Inf.	850
Kisala/Sub/B2	Wishing Stars	-	Inf.	1100
Lilika/Main/A3	Gaea Bow	-	2	1800
Lilika/Sub/B2	Mermaid Hatchet*	-	5	1900

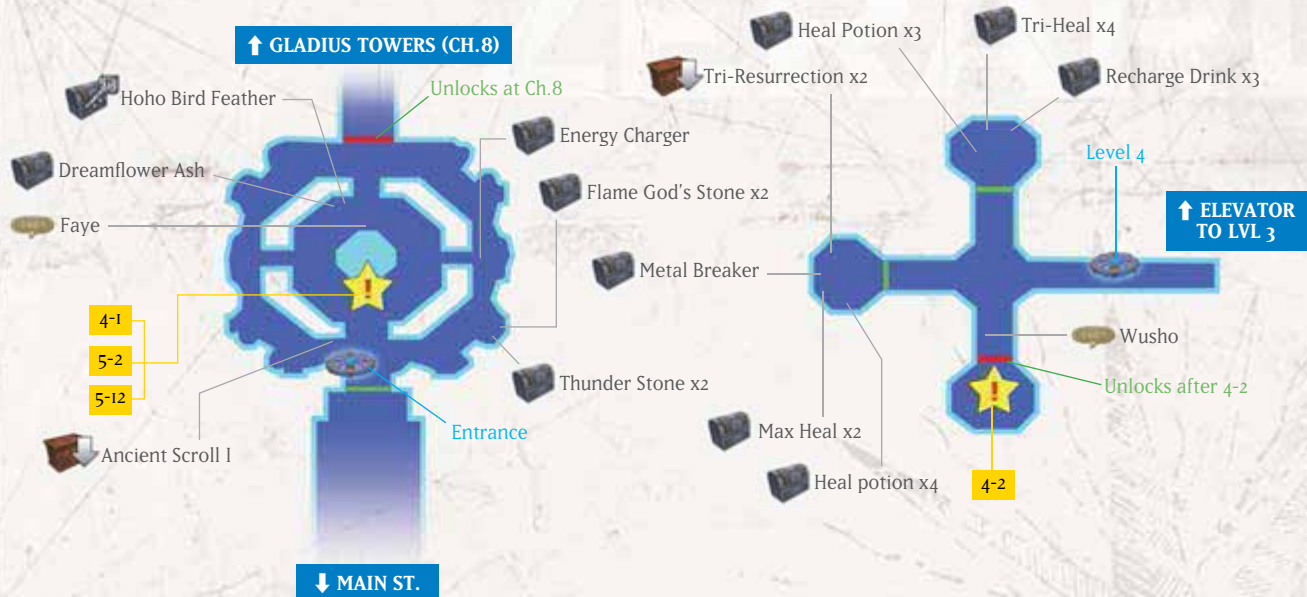
*Not available until Chapter 5.

After you've been thrown in prison, you'll need some help to escape. Talk to the Mysterious Prisoner, who's in the cell (4-2 Mark) with you, then try to leave to trigger another cutscene.



Now that you're free to move about, you should take note of the Vendor on this floor. He'll only be here until you escape from the prison.

MAP 11 GALAXY CORPORATION & ROSENCASTER PRISON LEVEL 4





PRISON LEVEL 4 VENDOR

VENDOR: WUSHO

TYPE	NAME	REQ.	AMT.	PRICE
Recovery	Heal Potion	-	Inf.	50
Recovery	Max Heal	-	15	150
Recovery	Recharge Drink	-	Inf.	70
Recovery	Resurrection	-	Inf.	200
Recovery	Divine Healing	-	10	200
Recovery	Antidote	-	15	100
Simon/Sub/Bi	Ranger Pod I	-	3	1100



After taking the elevator to the prison's third level, you'll have to navigate the cell blocks, find the door to the next cell block and continue onwards. Each cell block has three floors; look for a door with red lights. That's your exit.

Between the first and second cell blocks, you'll run into a guard who's willing to sell items to you.



CHAPTER 4 – THE GREAT ESCAPE

PRISON LEVEL 3 VENDOR

VENDOR: OUKI

TYPE	NAME	REQ.	AMT.	PRICE
Recovery	Heal Potion	-	Inf.	50
Recovery	Max Heal	-	10	150
Recovery	Recharge Drink	-	10	70
Recovery	Resurrection	-	Inf.	200
Recovery	Relaxing Aroma	-	10	100
Recovery	Hot Breath	-	10	100
Recovery	Stamina Extract	-	10	100
Recovery	Antidote	-	20	100
Jaster/Sub/C3	Binding Frost	-	2	2500
Lilika/Main/A4	Earth and Sky Bow	-	2	2400
Lilika/Sub/B1	Triton Hatchet	-	2	1300

When you reach the second cell block you'll run into an event battle with a Proto beast (4-3 Mark, p.68). It's just a single normal enemy, so it won't be a threat to your characters.



← This Proto beast isn't the last one you'll find roaming around.

Walk down to the second floor and find the Prison Barrier Key (4-4 Mark, p.68) in the chest near the door. Use it at the Thinking Circle (4-5 Mark, p.68) nearby to continue onward.

MAP 13
ROSENCASTER PRISON
LEVEL 2



When you reach the Prison's Second Level, you'll find yet another poorly paid guard offering you items. He's standing in the big hallway beyond the elevator room you came from.



PRISON LEVEL 2 VENDOR

VENDOR: AMAND

TYPE	NAME	REQ.	AMT.	PRICE
Recovery	Heal Potion	-	Inf.	50
Recovery	Max Heal	-	5	150
Recovery	Recharge Drink	-	10	70
Recovery	Elixir	-	5	250
Recovery	Resurrection	-	Inf.	200
Recovery	Stamina Extract	-	5	100
Food	Sanchez Fruit	-	Inf.	150
Food	Mellow Banana	-	20	150
Food	Sticky Gum	-	Inf.	120
Food	Hard Candy	-	Inf.	100
Food	Yago Milk	-	Inf.	150
Food	Juraikan Coffee Beans	-	4	150

Follow the cell block's path and collect items from the chests along the way. You'll eventually get to Level 1.



MAP 14
ROSENCASTER PRISON
LEVEL 1

CHAPTER 4 – THE GREAT ESCAPE

As you walk through these cell blocks, there are chests on each floor. Be sure to pick up the contents from all of them. The chest just before the end of the second block on this level contains the Prison EV Startup Key (4-6 Mark, p.70), which will enable you to unlock the gate of the elevator in the next room (4-7 Mark, p.70).



In the elevator room you'll find the last of the three poor guards. Help him supplement his income by buying some of his items.

PRISON LEVEL 1 VENDOR

VENDOR: UTOLL

TYPE	NAME	REQ.	AMT.	PRICE
Recovery	Heal Potion	-	Inf.	50
Recovery	Max Heal	-	10	150
Recovery	Tri-Heal	-	5	80
Recovery	Recharge Drink	-	10	70
Recovery	Resurrection	-	Inf.	200
Recovery	Wake-Up Drops	-	10	100
Recovery	Antidote	-	10	100
Recovery	Fire Douser	-	20	100
Fusion	Hyper Crystal	-	5	2800
Fusion	Omega Star	-	5	2800
Jaster/Main/D3	Crimson Fever	-	1	2200
Simon/Main/C1	Electro Nozzle	-	2	1600
Simon/Sub/B1	Ranger Pod I	-	2	1100
Lilika/Main/B1	Sea-Gazer Bow	-	1	120





When you arrive at Interior Pathway A3, follow the path to the dump. A lengthy cutscene will kick in. Further along the same route, you'll find an elevator that will take you to A2.

RARE ITEMS

ITEM	MONSTER 1'S DROP %	MONSTER 2'S DROP %	MONSTER 3'S DROP %
Absolute Zero Stone	Slime (3%)	Shadowman (3%)	-
Dragon God Skull	Petit Pooch (6%)	Protobeast (4%)	Savage Dog (2%)
Medusa's Locks	Shadow Man (3%)	Phantom Tail (1%)	-
Hoho Bird Feather	Crow (6%)	-	-

Interior Pathway A2 represents this episode's home stretch. When you reach the locked door that's north of the Transporter, don't worry about it for now; it'll open at the start of the next chapter. When you make your way to the save point, make sure you've done everything you wanted to do. Buy plenty of items from the vendor on Level 4, rack up enemy kills, and get Jaster to learn Desert Wind Lv 2 before you move on. A boss fight awaits, and after you win, you won't be allowed back into the Prison until after the chapter is completed.

→ This is the last save point before escaping from the prison.



ENCOUNTER GROUPS TABLE

CHAPTER 4

Group Name	Total # Foes	# Species	# Monster A	# Monster B	# Monster C	# Monster D	# Monster E
Tarantula A	3-5	2	Tarantula 1-4	Roller 0-2	Slime 0-2	Savage Dog 0-2	-
Livid Ape A	3-5	2	Livid Ape 1-4	Phantom Tail 0-2	Nelvoron 0-2	Petit Pooch 0-2	-
Protobeast A	3-5	2	Protobeast 1-4	Phantom Tail 0-2	Nelvoron 0-2	Savage Dog 0-2	-
Shadowman A	3-5	2	Shadowman 1-4	Roller 0-2	Savage Dog 0-2	Petit Pooch 0-2	-
Tarantula Group	3-5	1	Tarantula 3-5	-	-	-	-
Livid Ape Group	3-5	1	Livid Ape 3-5	-	-	-	-
Protobeast Group	3-5	1	Protobeast 3-5	-	-	-	-
Savage Dog Group	4-5	1	Savage Dog 4-5	-	-	-	-
Roller Group	4-5	1	Roller 4-5	-	-	-	-
Slime Group	4-5	1	Slime 4-5	-	-	-	-
Shadowman Group	4-5	1	Shadowman 4-5	-	-	-	-
Crow Group	4-5	1	Crow 4-5	-	-	-	-
Petit Pooch Group	4-5	1	Petit Pooch 4-5	-	-	-	-
Tarantula Trio	4-5	3	Tarantula 1-4	Roller 1-4	Shadowman 1-2	-	-
Big Enemy Combo	3-5	2	Tarantula 1-4	Livid Ape 0-4	Protobeast 0-4	-	-

■ High Chance of Appearing ■ Low Chance of Appearing

ROSENCASTER PRISON RANDOM ENCOUNTERS TABLE

MAXIMUM CHARACTER LEVEL FOR CHALLENGE BATTLES: 33

Location	Time	Rate	Group A	Group B	Group C	Group D	Group E
Level 4: Cells	-	Low	Tarantula A	Tarantula Group	-	-	-
Level 3: Hallways	-	Low	Tarantula A	Tarantula Group	Tarantula Trio	-	-
Level 2: Hallways	-	Low	Tarantula A	Tarantula Group	Slime Group	Shadowman A	-
Level 1: Hallways	-	Low	Tarantula A	Roller Group	Slime Group	Tarantula Trio	-
Interior Pathway A3	-	Normal	Livid Ape A	Protobeast A	Big Enemy Combo	Roller Group	-
Interior Pathway A3 (Lit)	-	Normal	Tarantula A	Savage Dog Group	Roller Group	-	-
Interior Pathway A2	-	Normal	Protobeast A	Livid Ape A	Big Enemy Combo	Roller Group	-
Interior Pathway A2 (Lit)	-	Normal	Tarantula A	Savage Dog Group	Roller Group	-	-
Interior Pathway A1	After Ch. 4	Normal	Big Enemy Combo	Tarantula Group	Slime Group	Roller Group	-
Interior Pathway A1 (Lit)	After Ch. 4	Normal	Tarantula A	Shadowman Group	-	-	-
Waste Disposal	-	Normal	Slime Group	Tarantula Group	Roller Group	-	-
Testing Room	After Ch. 4	Normal	Tarantula A	Tarantula Group	Slime Group	Roller Group	-

CHAPTER 4 – THE GREAT ESCAPE

Boss Strategy

Rosencaster can be very easy to deal with as long as you avoid a frontal assault. Use whatever enhancement abilities you have, such as Warrior God's Cry, Flash Sword, and so on, in order to inflict massive amounts of damage in short order. When he creates a barrier, just use Flash Sword to destroy it. Be sure to bring a lot of Heal Potions and Resurrections just in case he starts going on a rampage.



After the boss battle, you'll be back in Zerard's West Side. The Prison will be sealed off for now, but you can return during Chapter 5 to explore Interior Pathway A1.

**BOSS FIGHT****ROSENCASTER****STATS**

HP	7500	ATK	110	DEF	350
----	------	-----	-----	-----	-----

WEAK	NONE
------	------

LOOT

XP	527	ZEHN	840
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ITEMS	MAX HEAL, TRI-RESURRECTION
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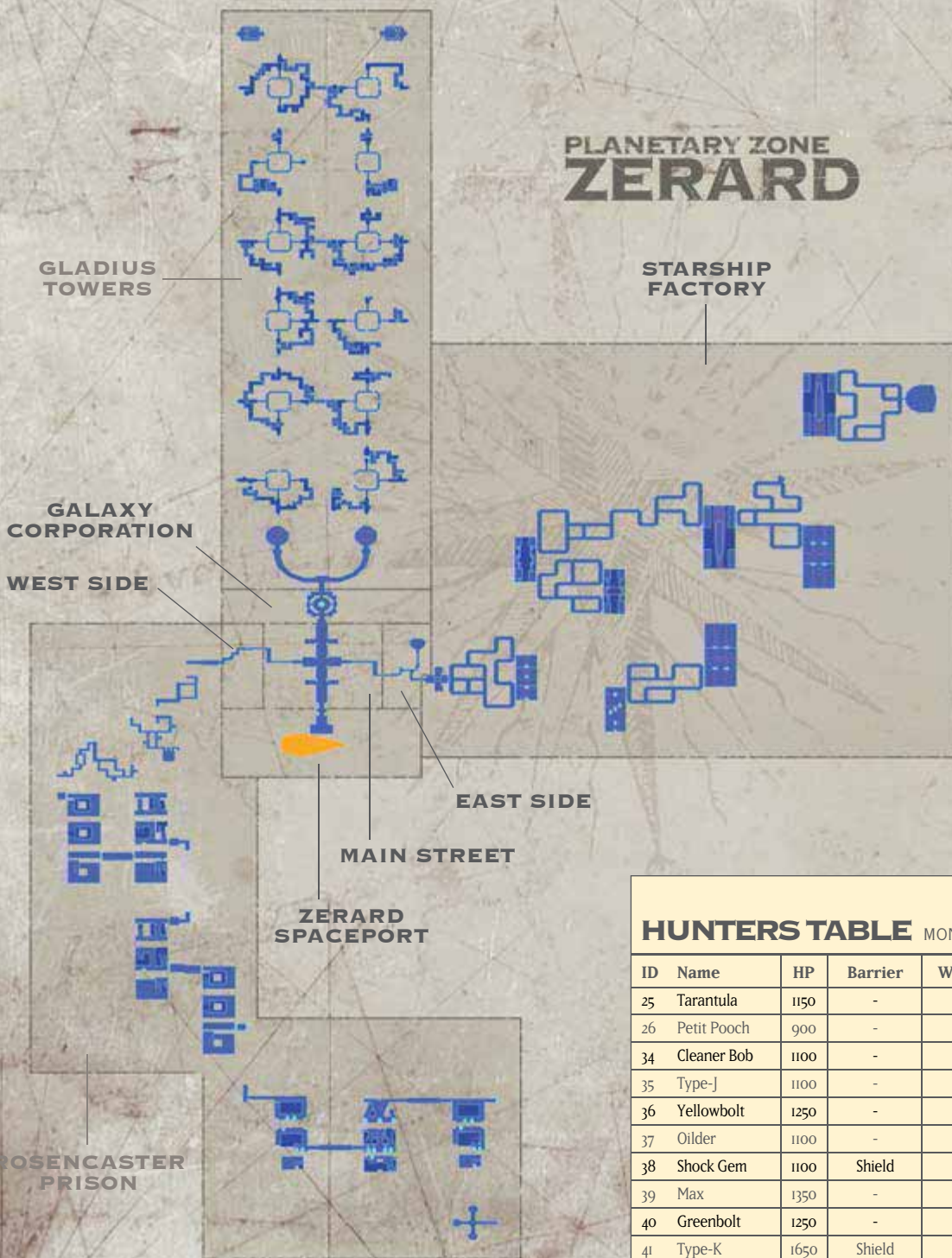


The two shops in the West Side have restocked their wares, but it's best just to go to Zerard's Main Street and end the chapter, since their inventories will be updated shortly.



CHAPTER 5

THE MASTER HACKER

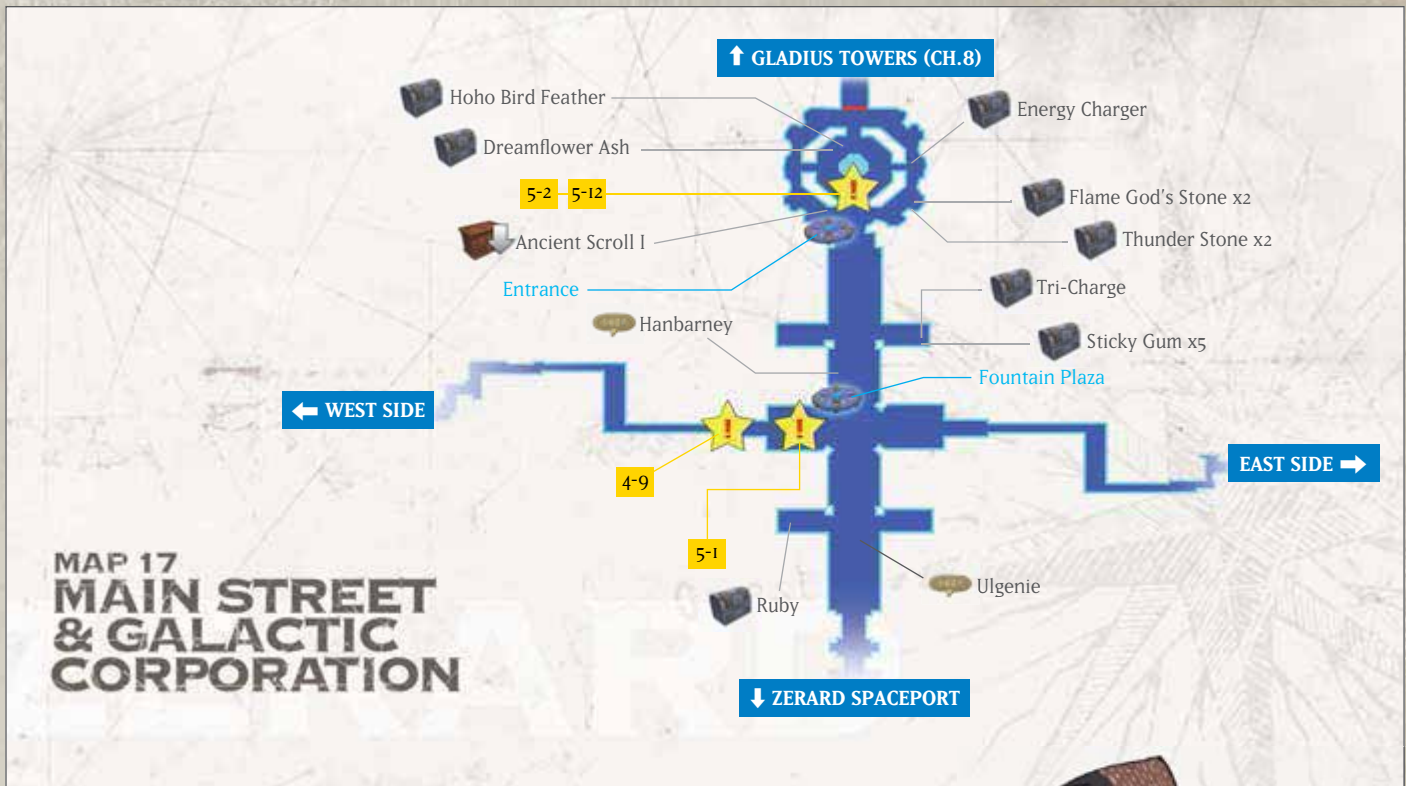


HUNTERS TABLE

MONSTERS ENCOUNTERED

ID	Name	HP	Barrier	Weakness	Kill	Points
25	Tarantula	1150	-	Ice	30	1200
26	Petit Pooch	900	-	Elec	30	1200
34	Cleaner Bob	1100	-	Elec	30	1200
35	Type-J	1100	-	Elec	25	1700
36	Yellowbolt	1250	-	Elec	30	1000
37	Oilder	1100	-	Elec	30	1400
38	Shock Gem	1100	Shield	-	30	1350
39	Max	1350	-	Elec	30	2000
40	Greenbolt	1250	-	Elec	30	1400
41	Type-K	1650	Shield	Elec	25	1850

WALKTHROUGH - CAPTAIN'S LOG



STAR CHART

SCENARIO FLOWCHART

- 5-1 Simon leaves the group.
- 5-2 Head to the Galaxy Corporation's Front Desk.
- 5-3 Head to the Starship Factory via the East Side.
- 5-4 **Event Battle:** Max x8
- 5-5 Pick up the Factory Key from the chest.
- 5-6 Use the Factory Key at the Thinking Circle.
- 5-7 **Boss Battle:** Attack Walker x3.
- 5-8 **Event Battle:** Max x8.
- 5-9 Pick up the Factory Key from the chest.
- 5-10 Use the Factory Key at the Thinking Circle.
- 5-11 **Boss Battle:** Jupis Robot, Jupis Robot-DX.
- 5-12 Go to the Galaxy Corporation's Front Desk.
- 5-13 Return to the Dorgenark's Control Room.

After witnessing Admiral Banarge's speech, approach the fountain and you'll come across a mother and daughter (5-1 Mark). Simon will leave afterwards and Steve will take his place.



Head on back to the Galaxy Corporation and talk to MIO again (5-2 Mark). She'll inform you that you can't renew the visa because Daytron's Starship Factory has been hacked.

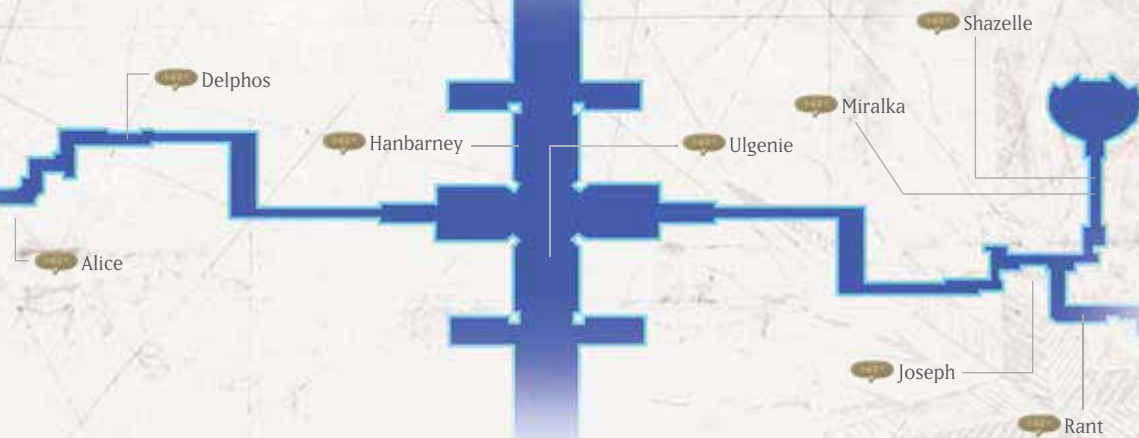


Before heading to the Factory you should wander around Zerard for a bit, as many of the shops have been updated. Also, Rosencaster Prison has reopened and you can explore the remaining areas.





MAP 18 EAST SIDE & WEST SIDE



UPDATE!

MAIN STREET MERCHANT A

VENDOR: ULGENIE

TYPE	NAME	REQ.	AMT.	PRICE
Deego/Sub/D1	Devastator**	F	Inf.	3100

UPDATE!

MAIN STREET MERCHANT B

VENDOR: HANBARNEY

TYPE	NAME	REQ.	AMT.	PRICE
Recovery	Divine Blessing	F	Inf.	300
Battle	Brave Symbol**	F	2	250
Battle	Attack Seal**	F	2	300
Battle	Guard Seal**	F	2	300
Lilika/Main/A3	Gaea Bow	-	2	1800
Lilika/Sub/B2	Mermaid Hatchet	-	5	1900

UPDATE!

WEST SIDE ITEM SHOP

VENDOR: DELPHOS

TYPE	NAME	REQ.	AMT.	PRICE
Recovery	Perfect Reviver**	F	5	800
Scenario	Trap Celler**	F	4	1000
Guard	Unconscious Guard**	F	2	700
Guard	Freeze Guard**	F	2	700
Guard	Shock Guard**	F	2	700

UPDATE!

WEST SIDE WEAPON SHOP

VENDOR: ALICE

TYPE	NAME	REQ.	AMT.	PRICE
Kisala/Main/G1	Devil Forks**	F	Inf.	3800
Kisala/Sub/C2	Wild Boots	-	5**	2000
Kisala/Sub/D1	Lovely Tap	-	3**	1100
Steve/Main/B1	Greater Hands	-	3**	790
Simon/Sub/B2	Ranger Pod II	-	5	1500
Lilika/Main/B2	Sea Queller Bow	-	5	1700
Lilika/Sub/C1	Mud Spider Hatchet*	-	3	770
Jupis/Main/E1	Odin's Spear**	F	Inf.	3400
Fusion	Omega Star	-	Left	2800
Scroll	Ancient Scroll I	-	Left	3000

UPDATE!

EAST SIDE ITEM SHOP

VENDOR: JOSEPH

TYPE	NAME	REQ.	AMT.	PRICE
Recovery	Tri-Elixir**	F	10	350



CHAPTER 5 – THE MASTER HACKER

UPDATE!

EAST SIDE WEAPON SHOP

VENDOR: RANT

TYPE	NAME	REQ.	AMT.	PRICE
Jaster/Main/F1	Murakumo Type-o	-	3	1800
Jaster/Main/G1	Alexander**	F	Inf.	2600
Jaster/Sub/D1	King Shooter*	-	5	1700
Jaster/Sub/E1	Justice Ray**	F	Inf.	2800
Steve/Main/B3	Giga Hands	-	3	2200
Steve/Main/E1	Deep Drill Fingers**	F	Inf.	3000
Simon/Main/A4	Flaming Draken	-	Inf.	2000
Simon/Main/D1	Twin Tornado**	F	Inf.	2000
Simon/Sub/A4	Missile Pod IV	-	5	2100
Simon/Sub/C1	Combat Freak	-	5	1900
Zegram/Sub/D1	Icy Wheel	-	Inf.	2100
Lilika/Main/C1	Forest Runner Bow	-	2	1800
Jupis/Sub/E1	Homing Shooter**	F	Inf.	4300
Fusion	Excelion Shard**	F	5	5000

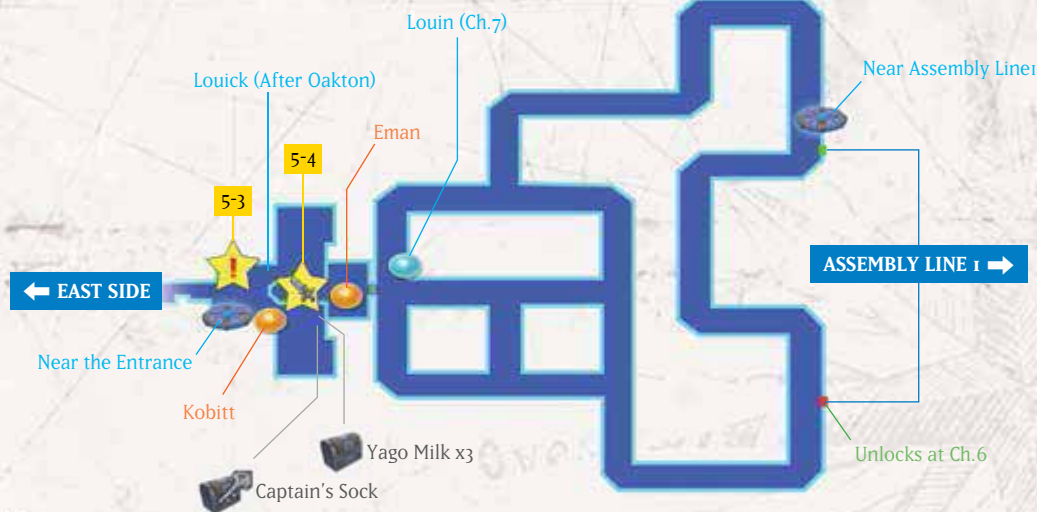
* Becomes available after learning about the hacker.

** Infinite stock or becomes available after defeating the hacker.

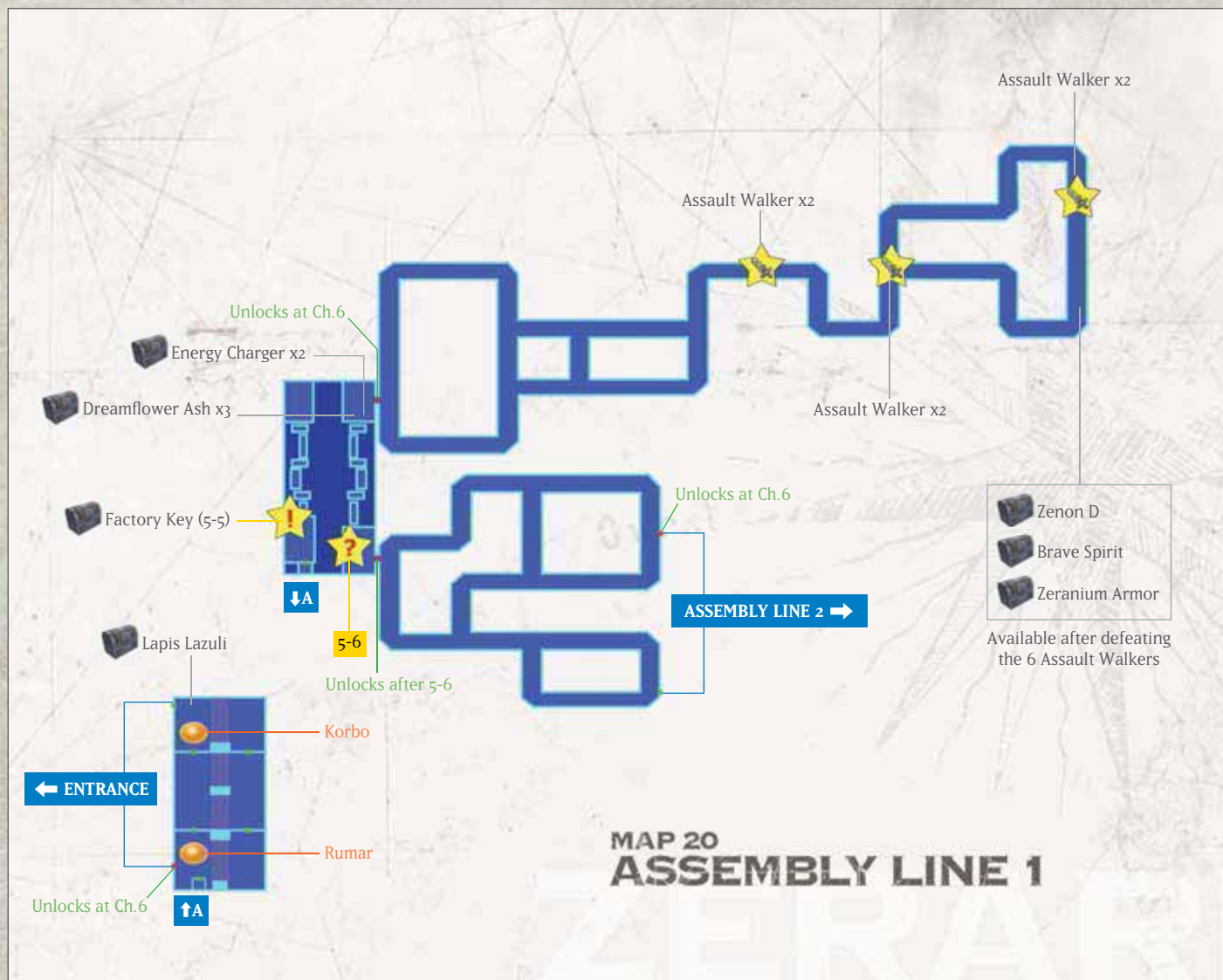
It's time to put Jaster's fame (?) to use and get to the closed-off Factory (5-3 Mark).



Once you're inside, you'll be ambushed by a large group of Max robots. (5-4 Mark) Jaster can easily dismantle all of them with one hit from Desert Wind Lv2.



MAP 19
STARSHIP FACTORY
ENTRANCE



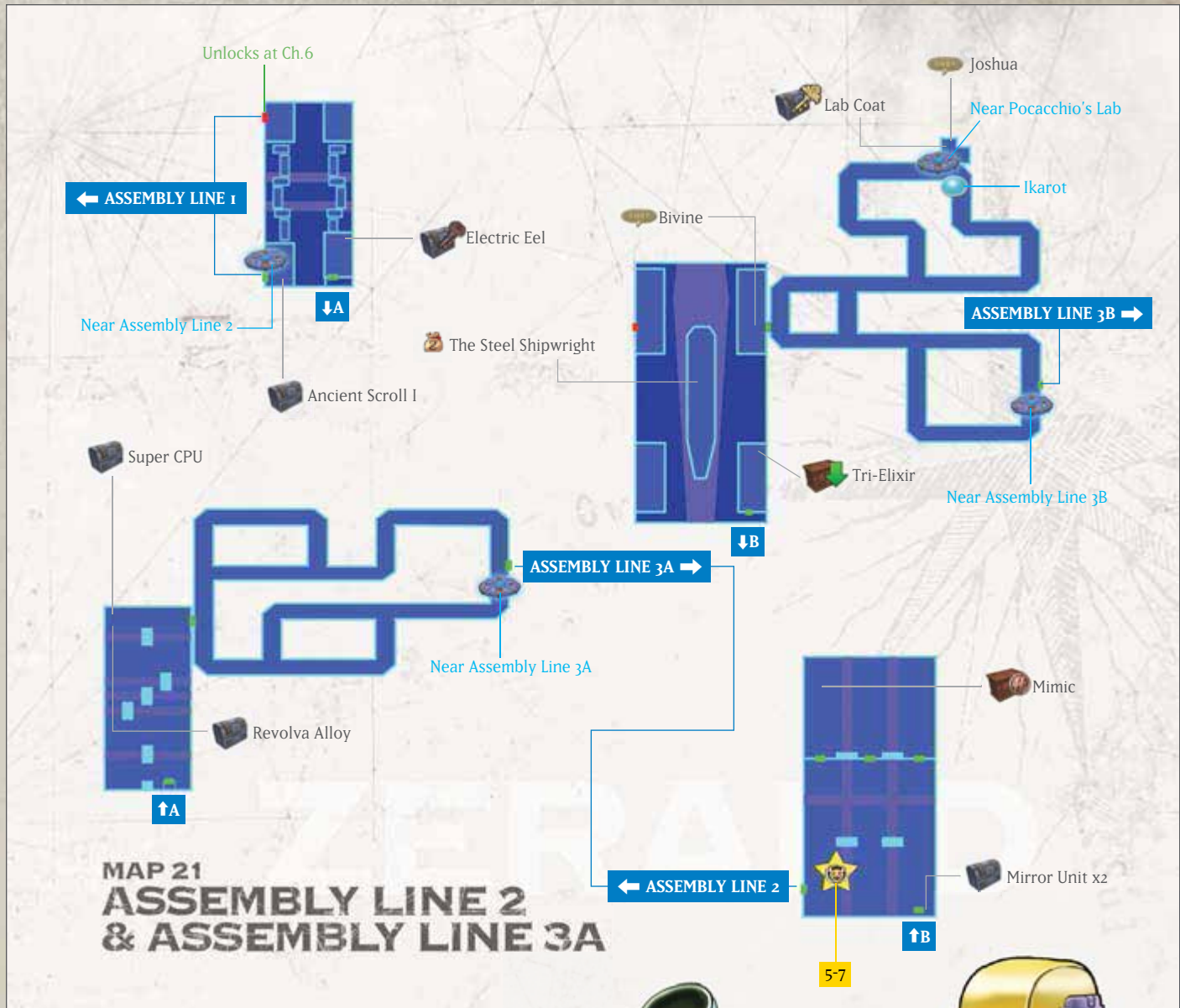
Venture further on inside the factory and take the north path on the first set of pathways to get to Assembly Line 1. If you take the south path, you'll come across a locked door. There are several such locked doors within the Factory, but they will open once you reach Chapter 6.

Once you're inside Assembly Line 1, you'll need to take the elevator up to the second floor. Find the Factory Key, which is located in a chest (it's easy to walk right by it) behind a huge machine (5-5 Mark)

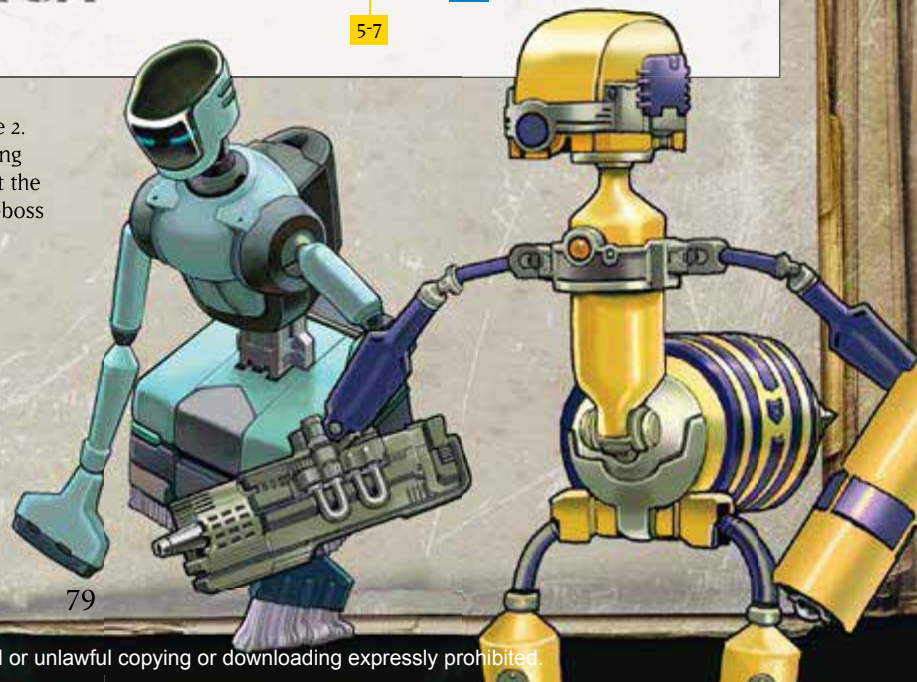


Use the camera to spot a Thinking Circle on the other side of the Assembly Line, and jump onto the moving platform in the middle to reach it (5-6 Mark). Use the Factory Key you got earlier to proceed onto the next set of pathways.

CHAPTER 5 – THE MASTER HACKER



Take the southern set of pathways and you'll reach Assembly Line 2. Drop down to the first floor and head north to find the door leading to the third set of pathways. After navigating them you'll arrive at the door to Assembly Line 3A. Save the game here, as a powerful sub-boss battle awaits as soon as you enter.





BOSS FIGHT

ATTACK WALKER X3

STATS

HP 7293 ATK 165 DEF 250

WEAK

ELEC

LOOT

XP

103

ZEHN

210

ITEMS

NONE

Boss Strategy

This will be a very quick, dirty, and violent fight. All these machines (5-7 Mark, p.79) are Shield-type and weak against electrical attacks, so first have Lilika use Warrior God's Cry, and then follow up by activating Flash Sword, Electro Punch, and Shellbreaker for Jaster, Steve, and Lilika respectively. Your first priority is to get rid of the shields on these machines. Keep the healing items flowing, focus all your physical attacks on a single robot, and block when your Action Gauge is empty to avoid taking any unnecessary damage. Then attack once more. Take time to occasionally use Desert Wind Lv2 when Jaster's Flash Sword runs out. That'll make it easier to defeat the other walkers.



After that brutal fight you'll find yourself inside Dr. Pocacchio's lab, which is between Assembly Lines 3A and 3B. It's a good idea to walk back to Assembly Line 3A, because there'll be a service droid just as you enter which can sell you some items as well as a new weapon for Steve.

STARSHIP FACTORY ASSEMBLY LINE 3A

VENDOR: BIVINE

TYPE	NAME	REQ.	AMT.	PRICE
Recovery	Heal Potion	-	Inf.	50
Recovery	Tri-Heal	-	10	80
Recovery	Tri-Charge	-	5	120
Recovery	Resurrection	-	Inf.	200
Recovery	Electroless	-	Inf.	100
Recovery	Paralysis Cure	-	Inf.	100
Battle	Guardian Sphere	P	3	250
Mech	Speaker Pod*	-	5	200
Circuit	Chaos Chip	-	3	300
Circuit	Space Compressor	P	2	500
Metal	Revolver Alloy	-	5	250
Metal	Izerium	-	5	260
Food	Sticky Gum	-	Inf.	120
Food	Hard Candy	-	Inf.	100
Steve/Main/Ci	Steel Hammer Fists	-	2	1800

* Becomes available after 5-11.



instantly.

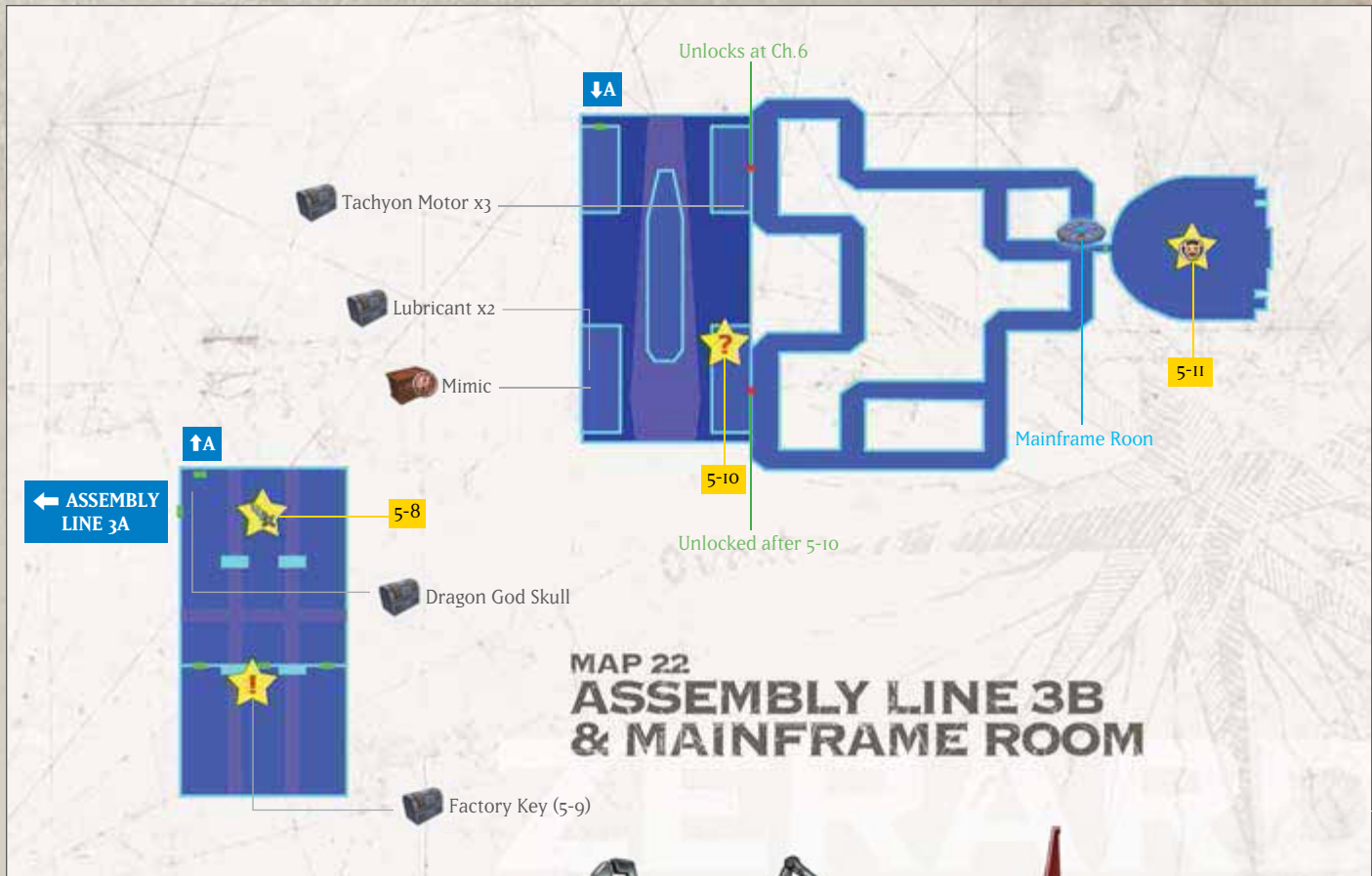
After that quick fight, make your way south, past the partition. After passing through that partition, head to the middle of the Assembly Line to find a treasure chest with a Factory Key inside.(5-9 Mark, p.81).



Make your way up to the second floor and use the flatbed cranes to take you to the Thinking Circle at the north end of the Assembly Line (5-10 Mark, p.81). Use the factory key here to proceed into the final set of pathways.

Once you reach the save point at the end of this pathway, there'll be a big boss fight in the door beyond. Make sure you've got plenty (at least ten should do the trick) of Heal Potions and Tri-Heals.

CHAPTER 5 – THE MASTER HACKER

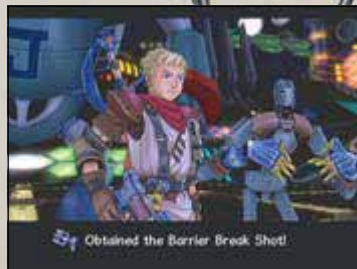


Boss Strategy

When you start this battle, you won't be able to damage Jupis's Robot whatsoever. Just hang tough for a minute or so until Dr. Pocacchio gives you the Barrier Break Shot.

Now that the Robot's shield is down, you can begin attacking. Use Illusion Sword Lv2 and Warrior God's Cry to quickly lower its HP to half. Jupis may periodically restore the barrier, so use Dr. Pocacchio's gun to get rid of it to begin attacking again.

Jupis will invoke the Deluxe (DX) model of his machine after taking enough damage. This one has no barrier so you're free to pound on it with whatever abilities you have. It'll occasionally execute a spinning flame attack. That attack covers a huge area, so if you're too close you'll just have to block it. Keep up with the same attacks you used with the first fight, and you should win easily.



BOSS FIGHT

JUPIS ROBOT (DX)

STATS (JUPIS ROBOT)

HP	7529	ATK	180	DEF	400
----	------	-----	-----	-----	-----

WEAK	ELEC
------	------

STATS (JUPIS ROBOT DX)

HP	8943	ATK	162	DEF	450
----	------	-----	-----	-----	-----

WEAK	ELEC
------	------

LOOT

XP	1236	ZEHN	1330
----	------	------	------

ITEMS	SPACE COMPRESSOR, MOEBIUS BATTERY
-------	--------------------------------------





After the battle is over, you'll return to Dr. Pocacchio's lab. You'll now be able to create new items, which can be later purchased in stores via the Factory. A shop has also been opened up here, manned by one of the good Doctor's assistants, that has a wealth of items to be used in the Factory and the Revelation Flow.

STARSHIP FACTORY POCACCHIO'S LAB

VENDOR: JOSHUA

TYPE	NAME	REQ.	AMT.	PRICE
Metal	Iron Cube	-	Inf.	150
Metal	Iron Board	-	Inf.	150
Metal	Carbon Alloy	-	10	180
Metal	Revolva Alloy	-	10	250
Metal	Zeranium	-	10	250
Metal	Izerium	-	10	260
Mech	Tachyon Motor	-	5	200
Mech	Moebius Battery	-	5	200
Mech	Pressure Pump	-	5	200
Circuit	Super CPU	-	5	550
Circuit	O3 CPU	-	Inf.	200
Circuit	Nano Memory	-	Inf.	250
Circuit	Space Compressor	-	3	500
Crystal	Diamond	-	5	400
Crystal	Ruby	-	5	400
Crystal	Lapis Lazuli	-	5	400
Alchemy	Flame God's Rock	-	2	150
Alchemy	Thunder Stone	-	2	150
Alchemy	Snow Crest	-	2	150
Alchemy	Electric Eel	-	2	150
Alchemy	Medusa's Curl	-	2	150
Alchemy	Queen Bee Stinger	-	2	150
Alchemy	Hellpot Flame	-	2	150
Alchemy	Myriad Branch	-	2	150

Now that the factory is yours, you'll come across various NPCs that have an orange globe by their name. This signifies that they will have a blueprint to give to you. If you want to make good use of the factory, you should talk to every NPC that has a globe by their name.



← Be on the lookout for NPCs with this globe by their name.

You should use this opportunity to scout out these Blueprint holders by walking around the factory to increase your monster kills, and to

RARE ITEMS

ITEM	MONSTER 1'S DROP %	MONSTER 2'S DROP %	MONSTER 3'S DROP %
Retro Boombox	Yellowbolt (4%)	Greenbolt (4%)	Cleaner Bob (3%)
Premiere Toy Box	Type-J (10%)	Greenbolt (4%)	-
Mirror Unit	Shock Gem (10%)	Type-J (3%)	-
Dragon God Skull	Petit Pooch (6%)	-	-

ENCOUNTER GROUPS TABLE

CHAPTER 5

Group Name	Total # Foes	# Species	# Monster A	# Monster B	# Monster C	# Monster D	# Monster E
Cleaner Bob A	3-5	2	Cleaner Bob 2-4	Yellowbolt 0-2	Oilder 0-2	-	-
Type-J A	3-5	2	Type-J 2-4	Yellowbolt 0-2	Oilder 0-2	-	-
Type-K A	3-5	2	Type-K 2-4	Yellowbolt 0-2	Oilder 0-2	-	-
Max A	3-5	2	Max 2-4	Greenbolt 0-2	Oilder 0-2	Type-K 0-2	-
Tarantula Group	3-5	1	Tarantula 3-5	-	-	-	-
Petit Pooch Group	4-5	1	Petit Pooch 4-5	-	-	-	-
Cleaner Bob Group	3-5	1	Cleaner Bob 3-5	-	-	-	-
Max Group	3-5	1	Max 3-5	-	-	-	-
Type-J Group	3-5	1	Type-J 3-5	-	-	-	-
Oilder Group	4-5	1	Oilder 4-5	-	-	-	-
Shock Gem Group	4-5	1	Shock Gem 4-5	-	-	-	-
Slime Combo	4-5	2	Oilder 2-4	Shock Gem 2-4	-	-	-
Bolt Combo	4-5	2	Yellowbolt 2-4	Greenbolt 2-4	-	-	-
Cleaner Combo	4-5	2	Cleaner Bob 2-4	Max 2-4	-	-	-
Type-J Combo	3-5	2	Type-J 1-3	Type-K 1-3	-	-	-
Type-J Trio	3-5	3	Type-J 1-4	Yellowbolt 1-2	Greenbolt 1-2	-	-
Max Trio	3-5	3	Max 1-4	Oilder 1-2	Shock Gem 1-2	-	-

■ High Chance of Appearing ■ Low Chance of Appearing

CHAPTER 5 – THE MASTER HACKER

STARSHIP FACTORY
RANDOM ENCOUNTERS TABLE

MAXIMUM CHARACTER LEVEL FOR CHALLENGE BATTLES: 37

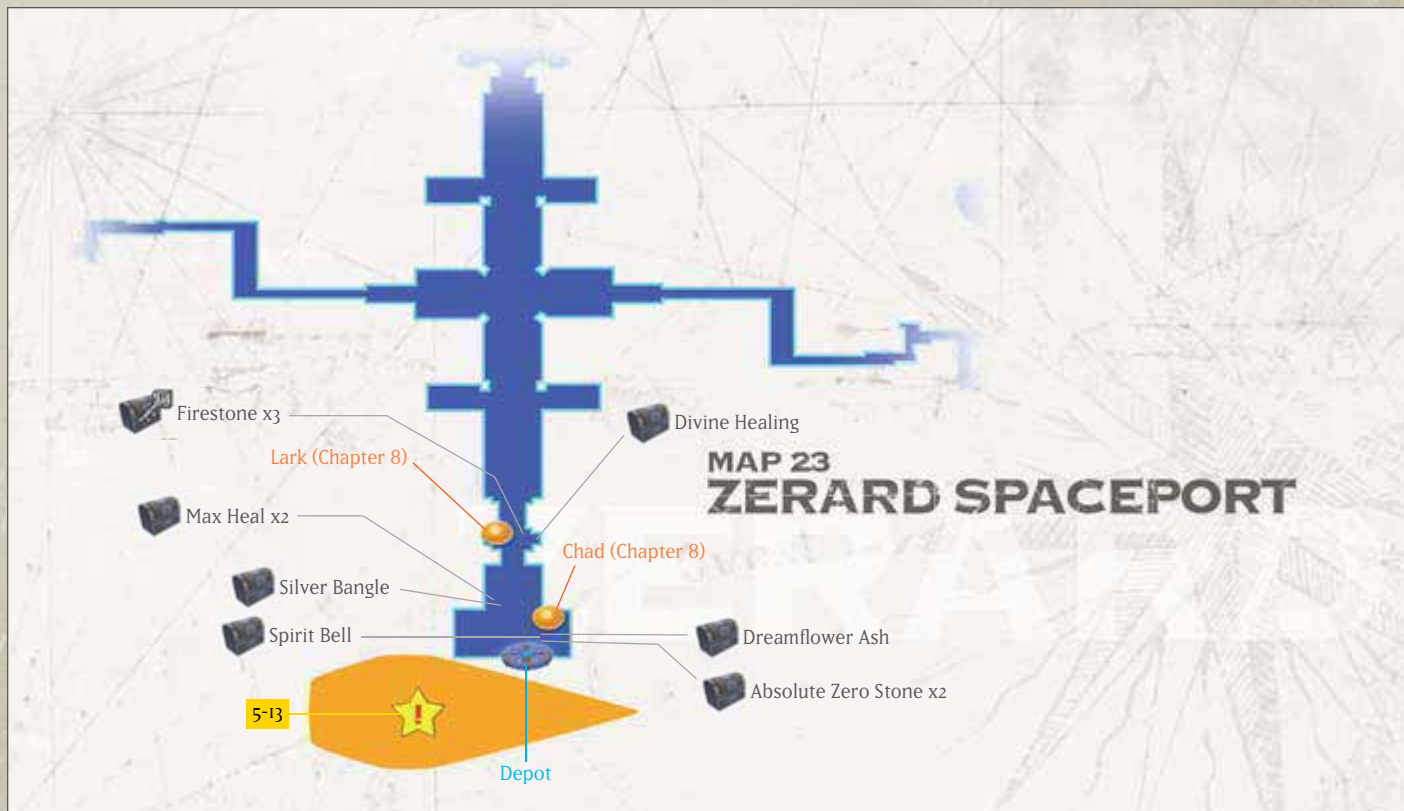
Location	Time	Rate	Group A	Group B	Group C	Group D	Group E
Entrance	-	Normal	Cleaner Bob A	Cleaner Bob Group	Oilder Group	-	-
Path 01 (North)	-	Normal	Cleaner Bob A	Cleaner Bob Group	Oilder Group	-	-
Path 01 (South)	-	Increased	Tarantula Group	Petit Pooch Group	-	-	-
Path 02 (South)	-	Normal	Type-J A	Type-J Group	Shock Gem Group	-	-
Path 02 (North)	-	Increased	Tarantula Group	Petit Pooch Group	-	-	-
Path 03	-	Normal	Max A	Max Group	Slime Combo	Type-J Combo	-
Path 04	-	Normal	Type-J Trio	Max Trio	Cleaner Combo	Slime Combo	Bolt Combo
Path 05	-	Normal	Cleaner Combo	Max Group	Type-J Group	Oilder Group	Shock Gem Group
Path EX	After Ch. 5	Increased	Tarantula Group	Max Group	Type-J Group	Slime Combo	-
Assembly Line 01	-	Normal	Cleaner Bob Group	Max Group	-	-	-
Assembly Line 02	-	Normal	Cleaner Bob Group	Max Group	Type-J A	Shock Gem Group	-
Assembly Line 03A	-	Normal	Cleaner Bob Group	Max Group	Type-J A	Shock Gem Group	Max Trio
Assembly Line 03B	-	Normal	Cleaner Bob Group	Max Group	Type-K A	Type-J Combo	Shock Gem Group
Mainframe Room	After 5-11	Normal	Cleaner Bob Group	Max Group	Type-K A	Type-J Combo	Shock Gem Group

collect some of the rarer items that they will drop.

Once you're done mucking about in the factory, it's time to head back to the Galaxy Corporation and talk to MIO (5-12 Mark, P.75) to get that Visa renewed (at last!).

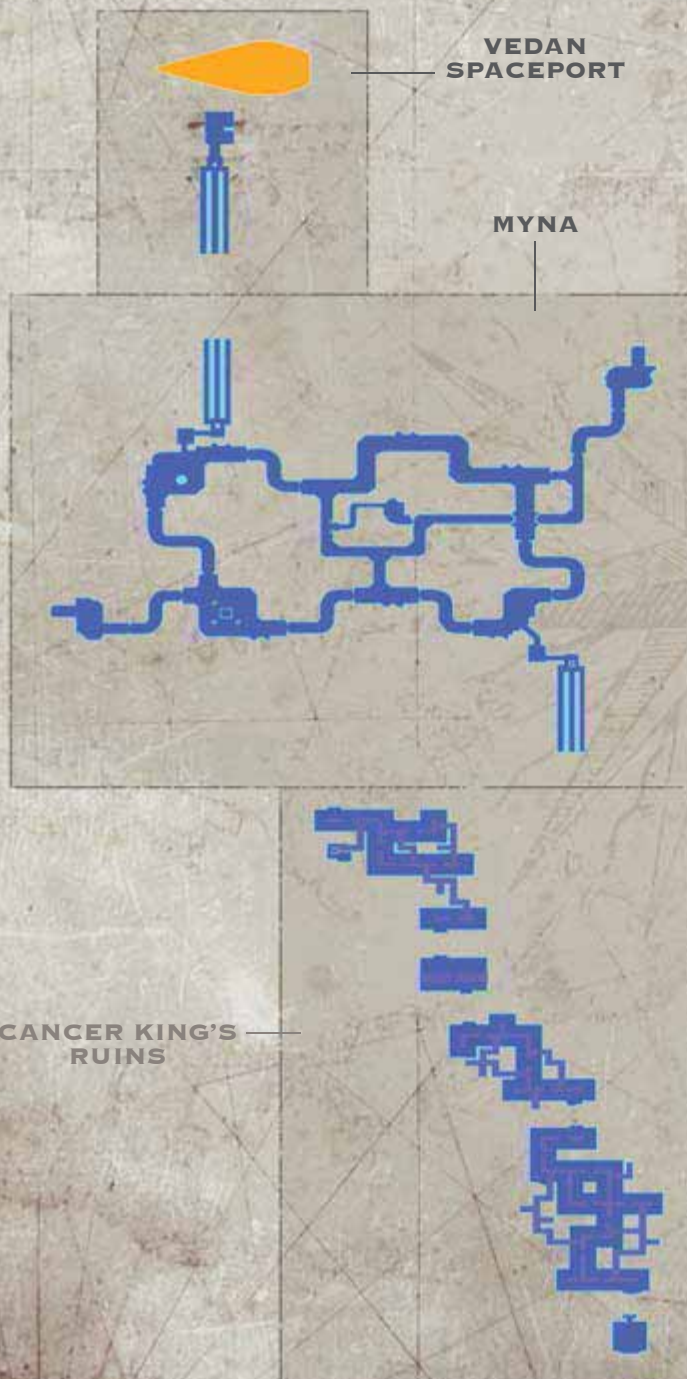


Afterwards, scout around Zerard for any other Blueprint holders (there's nearly a dozen). Return to the Dorgenark when there's nothing left to do, and you'll conclude this chapter (5-13 Mark).



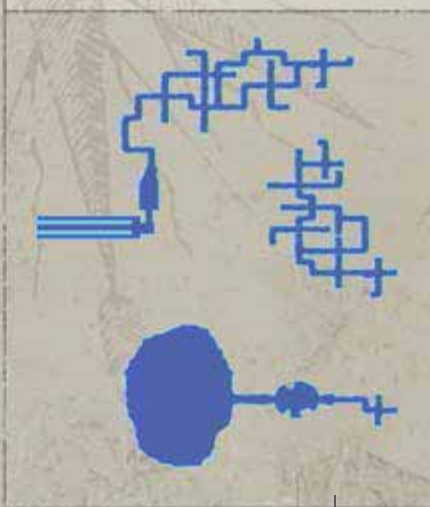


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HUNTERS TABLE MONSTERS ENCOUNTERED

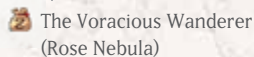
ID	Name	HP	Barrier	Weakness	Kill	Points
42	Zombie	1600	-	Fire, Holy	30	1300
43	Stray Dog	1500	-	Fire, Holy	30	1200
44	Frogman	1600	-	Elec	30	1500
45	Jellyman	1600	Barrier	Fire, Elec, Holy	30	1400
46	Junk Phantom	1800	Shield	Wind	28	2400
47	Gigabird	1700	-	Wind	20	1800
48	Death Crow	1650	-	Holy	30	1700
49	Steel Child	1650	-	Elec	25	1800
50	Volcano	2625	Jump	Ice	20	2400
51	Moleman	1800	-	Fire	30	1400
52	Shellknight	2200	Shield	Ice	30	2200
53	Undead Bandit	2300	Jump	Elec	25	2400
54	Killer Mountain	2750	Jump	Ice	20	2300
55	Hypher	1800	-	Holy	30	1700
56	Ghost Animal	1700	-	Holy	25	1400
57	Glaring Claw	1800	-	Wind	25	2000



ROCKBELTER
MINES

PLANETARY ZONE
VEDAN

MAP 24 DORGENARK

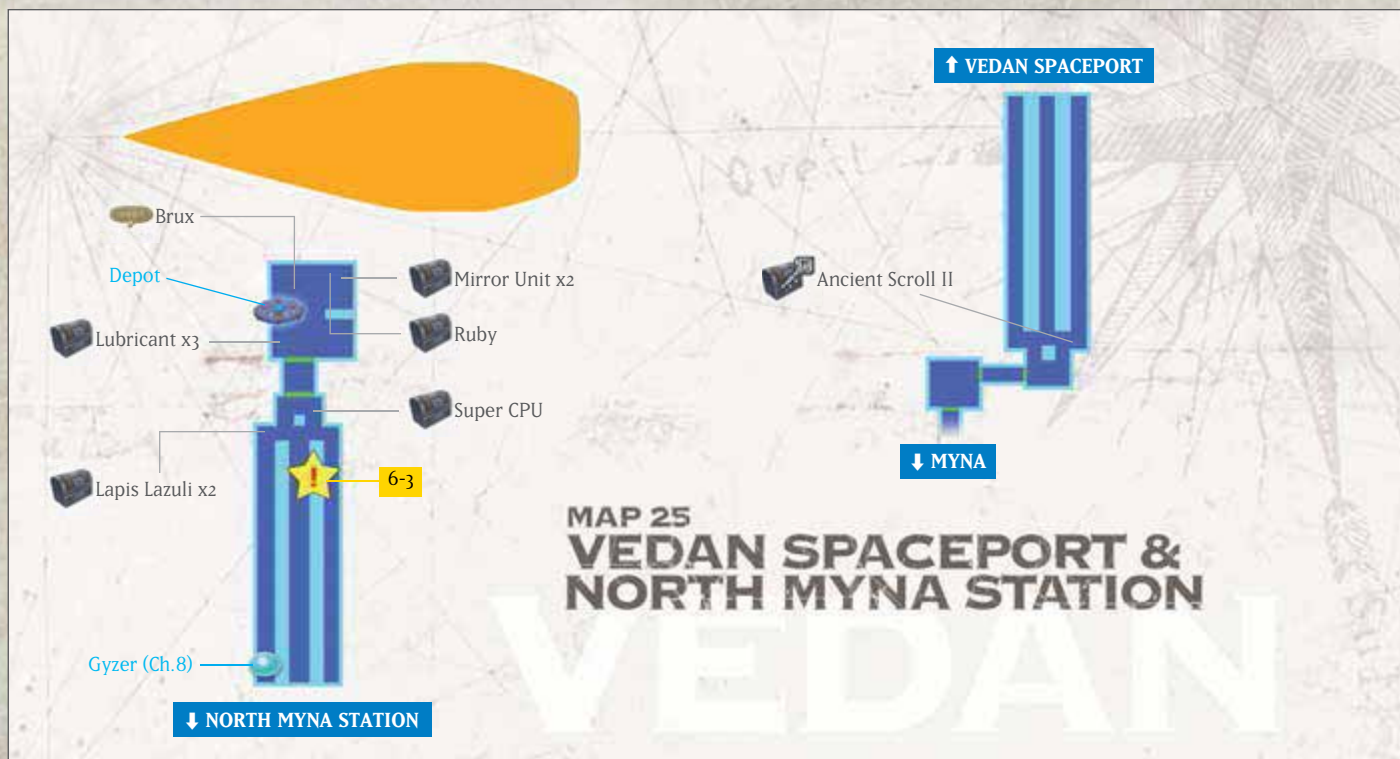


SCENARIO FLOWCHART

- After Jupis joins the group, you're free to wander about the Dorgenark. To get things moving, you need to talk to Davis who's walking about on the deck (6-1, Mark). When you return, you'll be called to the bridge (6-2 Mark). A cutscene will play out, and Kisala will accompany Jaster onto the mining planet of Vedan.



Davin
It's because of the captain's influence
that we're always out there tryin' to
help people.



When you arrive at Vedan's Spaceport, there's a peddler near the arrivals area, buy any healing items you need to before taking the train to the main city (6-3 Mark).



VEDAN SPACEPORT VENDOR

VENDOR: BRUX

TYPE	NAME	REQ.	AMT.	PRICE
Recovery	Heal Potion	-	Inf.	50
Recovery	Recharge Drink	-	Inf.	70
Recovery	Resurrection	-	Inf.	200
Recovery	Divine Healing	-	Inf.	200
Recovery	Electroless	-	Inf.	100
Recovery	Fire Douser	-	Inf.	100
Guard	Fire Shield	-	-	500
Guard	Electro Shield	-	-	1000
Guard	Ice Shield	-	-	500
Crystal	Diamond	-	-	400
Crystal	Ruby	-	-	400
Crystal	Lapis Lazuli	-	-	400

When arriving at the train station, head into town and you'll be interrupted by a brief fight against some Hitmen (6-4 Mark, p.87). Jaster can show them a thing or two with his Desert Wind Lv 2.



After that brief battle, make your way to Angela's Bar by taking the south train tunnel from the station. You'll run into Miyoko and Chie again as you approach. After you enter Angela's Bar (6-5 Mark, P.87), Deego will join your group. Before heading out, be sure to pick up the Star Key that's in a chest by the bar's door.

Your primary destination is the Item Shop Corbis. However, since Myna is so huge and mazelike, it's a good idea to walk around and explore a bit.

If you take the tunnel west of the bar you'll come to the South Observation Platform. Here you'll find a the only vendor in the game that sells Military-Grade Batteries. The Observation Platforms are also the only places that you'll encounter Giga Birds and Junk Phantoms while you're in Myna.

MYNA SOUTH OBSERVATION PLATFORM

VENDOR: MODANT

TYPE	NAME	REQ.	AMT.	PRICE
Recovery	Heal Potion	-	Inf.	50
Recovery	Max Heal	-	5	150
Recovery	Recharge Drink	-	Inf.	70
Recovery	Tri-Charge	-	5	120
Recovery	Resurrection	-	Inf.	200
Battle	Attack Seal	P F	4	300
Battle	Guard Seal	P F	4	300
Battle	Stealth Pills	-	5	200
Recover	Antidote	-	Inf.	100
Mech	Energy Charger	P	2	200
Mech	Military-Grade Battery	-	2	200
Mech	Walkie-Talkie	-	2	200

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It's also worth mentioning that to reach the chests that have the Silver Axe and Violet Saber weapons, you need to hop on top of the train by jumping on the platforms connecting the cars. Then you can jump to the ledge where the chest is.



↑ That chest seems impossibly high.



↑ Use the Train to get yourself up there.

At the north end of town you'll find a weapon shop. Go here now to buy some weapons for Deego to power up.



MYNA WEAPON SHOP

VENDOR: KAYO

TYPE	NAME	REQ.	AMT.	PRICE
Jaster/Main/B4	Gaea Crusher	-	Inf.	1300
Jaster/Main/F3	Murakumo Type-S	-	2	5400
Jaster/Main/H1	Blizzard Edge*	-	3	3000
Jaster/Sub/B3	Destructo Blaster	-	Inf.	1300
Jaster/Sub/D3	Callisto Shooter	-	5	3300
Kisala/Main/E2	Fairy Edges	-	5	3200
Kisala/Main/F1	Ancient Daggers*	-	5	2800
Steve/Main/A4	Dynamite Hands	-	Inf.	1800
Steve/Main/B2	Geo Hands	-	Inf.	1300
Steve/Sub/A4	Killer Grenades	-	Inf.	2200
Steve/Sub/B2	Beam Avengers	-	Inf.	1500
Steve/Sub/G1	Dreadnought Cannons	F	Inf.	6700
Simon/Main/B2	Cold Spray Lv2	-	Inf.	1400
Simon/Main/E2	Aureole Breeze	-	4	3700
Simon/Sub/B3	Demolition Pod	-	-	2100
Simon/Sub/D1	Big Hawk	-	3	2400
Zegram/Main/A4	Spectral Gleam	-	Inf.	1100
Zegram/Main/B3	Demon's Bane	-	Inf.	1200
Zegram/Main/E2	Violet Nimbus	-	5	3200
Lilika/Sub/A3	Hero's Hatchet	-	Inf.	1800
Jupis/Main/A3	Wasp Sting	-	Inf.	2600
Jupis/Main/B2	Round Spear	-	4	2200
Jupis/Sub/A3	Flying Bonus Box	-	5	3100
Deego/Main/A1	Heavy Axe	-	5	1700
Deego/Main/A2	Crushing Axe*	-	5	2100
Deego/Main/B1	Silver Axe*	-	2	1800
Deego/Main/C1	Golden Axe*	-	3	2000
Deego/Sub/A1	Heavy Vulcan	-	5	1800
Deego/Sub/B2	Guardian Zero-G*	-	4	2700
Fusion	Excelion Shard	F	10	5000

* Not available until after the second Hitman encounter.

Once you've finished exploring the town, it's time to head to the Item Shop (6-6 Mark, p.87). It's straight south of the weapon shop, but you have to take a roundabout route to reach it. Once you've bought the Mine ID Card, get ready for another encounter with those Hitmen as soon as you leave the store (6-7 Mark, P.87).



MYNA ITEM SHOP

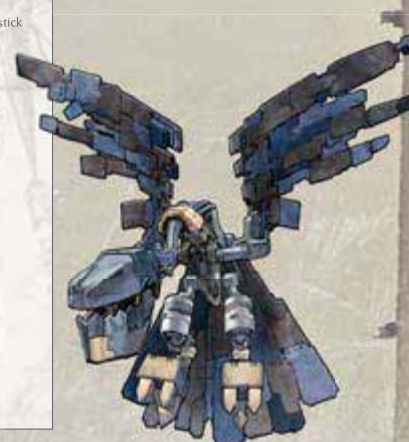
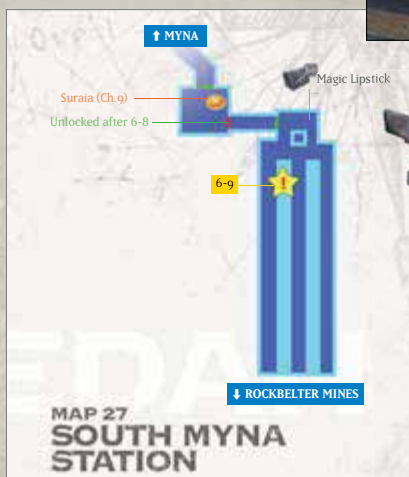
VENDOR: CORBIS*

TYPE	NAME	REQ.	AMT.	PRICE
Recover	Heal Potion	-	Inf.	50
Recover	Tri-Heal	-	Inf.	80
Recover	Tri-Charge	-	10**	120
Recover	Elixir	-	5	250
Recover	Tri-Elixir	F	5	350
Recover	Resurrection	-	Inf.	200
Recover	Divine Healing	-	Inf.	200
Guard	Unconscious Guard	F	1	700
Guard	Mind Guard	F	1	700
Guard	Freeze Guard	F	1	700
Guard	Daze Guard	F	1	700
Guard	Shock Guard	F	1	700
Guard	Poison Guard	F	1	700
Guard	Flame Guard	F	1	700
Scenario	Trap Cancellor	F	6	1000
Circuit	Super CPU	-	3	550
Revelation	Lubricant	P	2	200
Revelation	Ancient Scroll I	-	4	3000
Rare	Maid Robot Betty	F	1	12000
Scenario	Mine ID Card	-	1	1500

* Not open until Deego joins.

** Infinite stock after the encounter with the Hitmen.

Head back to Angela's Bar (6-8 Mark, p.87). After sorting things out, it's time to enter the mines by going to the South Myna Station (6-9 Mark).







After you show the guards your ID Card, it's time to explore the mines. When you reach the Second Strata, be on the lookout for a vendor in the mines. He sells various crystals and healing items.

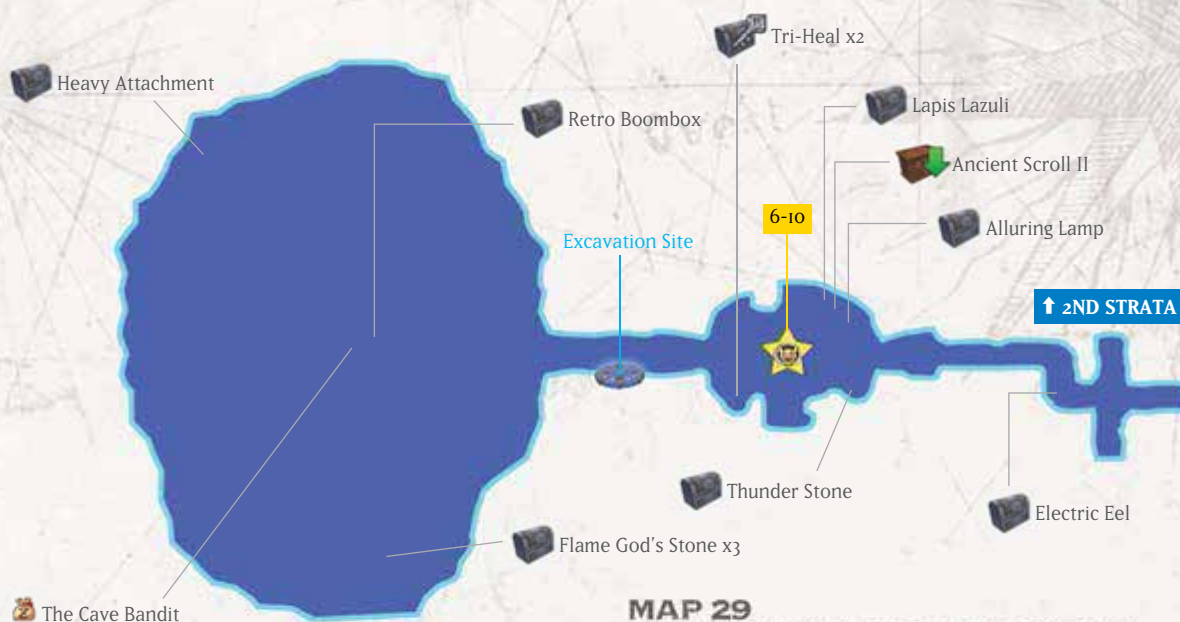


Save the game before you head down the elevator on the second strata. Two difficult boss battles are waiting for you further on ahead.

ROCKBELTER MINES SECOND STRATA

VENDOR: JAGLEY

TYPE	NAME	REQ.	AMT.	PRICE
Recovery	Heal Potion	-	Inf.	50
Recovery	Tri-Heal	-	10	80
Recovery	Resurrection	-	Inf.	200
Recovery	Divine Healing	-	4	200
Crystal	Diamond	-	5	400
Crystal	Ruby	-	5	400
Crystal	Lapis Lazuli	-	5	400
Fusion	Hyper Crystal	-	5	2800



MAP 29 EXCAVATION SITE



CHAPTER 6 – THE GUIDE



BOSS FIGHT

GALE

STATS

HP	10340	ATK	97	DEF	400
----	-------	-----	----	-----	-----

WEAK	NONE
------	------

LOOT

XP	NONE	ZEHN	NONE
----	------	------	------

ITEMS	NONE
-------	------

Boss Strategy

Deego must fight this battle on his own. Activate Top Dog and keep it active at all times. This battle is one of defensive attrition. Only attack when Gale starts taunting you, or while he's reloading. At all other times you should hold down **R1** to block. If his rapid-fire attack connects, you're going to be in a world of hurt. Don't hesitate to use Wonder Howl either, as it's worth a few free hits. Heal as needed and you'll win eventually.



BOSS FIGHT

EARLY MODEL DRILL RIG

STATS

HP	10086	ATK	152	DEF	500
----	-------	-----	-----	-----	-----

WEAK	ELEC
------	------

RIG: RIGHT HAND

HP	5043	ATK	150	DEF	400
----	------	-----	-----	-----	-----

WEAK	ELEC
------	------

RIG: LEFT HAND

HP	5043	ATK	150	DEF	400
----	------	-----	-----	-----	-----

WEAK	ELEC
------	------

LOOT

XP	35	ZEHN	280
----	----	------	-----

ITEMS	TRI-HEAL, RESURRECTION
-------	------------------------

Boss Strategy

The Drill Rig (6-10 Mark, p.90) can be pretty tough if you just attack it mindlessly. In order to even damage the main body you must first destroy both arms. Press left or right on the D-Pad to target them. Use Illusion Sword, Dagger Slash, and Top Dog to increase your characters' attack powers. Try to stay clear or block when you see its bladed arm wind up for an attack. Once both arms are destroyed, just gang up on the Rig with everything you've got and it should go down soon enough.



RARE ITEMS

ITEM	MONSTER 1'S DROP %	MONSTER 2'S DROP %	MONSTER 3'S DROP %
Cursed Mask	Zombie (2%)	-	-
Dragon God Skull	Stray Dog (2%)	Ghost Animal (3%)	-
Stella Crystal	Frogman (3%)	Death Crow (2%)	-
Absolute Zero Stone	Jellyman (3%)	-	-
Retro Boombox	Junk Phantom (10%)	-	-
Military-Grade Battery	Gigabird (4%)	-	-
Captain's Sock	Death Crow (4%)	-	-
Spirit Bell	Steel Child (1%)	-	-
Alluring Lamp	Moleman (10%)	Volcano (4%)	-
Dreamflower Ash	Bandit (2%)	-	-
Premiere Toy Box	Hypher (3%)	-	-
Medusa's Locks	Hypher (2%)	-	-
Cumulus Pendant	Glaring Claw (4%)	-	-

Ultimately, your next destination is Angela's Bar (6-11 Mark, p.xxx). Angela isn't there, so go to the North Myna Station (6-12 Mark, P.xxx). The ensuing cutscene will bring this chapter to a close.



ENCOUNTER GROUPS TABLE

CHAPTER 6

Group Name	Total # Foes	# Species	# Monster A	# Monster B	# Monster C	# Monster D	# Monster E
Zombie & Stray Dog	4-5	2	Zombie 2-4	Stray Dog 0-4	Frogman 0-4	-	-
Volcano A	3-5	2	Volcano 1-2	Moleman 0-2	Ghost Animal 0-2	-	-
Shellknight A	3-5	2	Shellknight 1-4	Ghost Animal 0-2	Hypher 0-2	-	-
Killer Mountain A	3-5	2	Killer Mountain 1-4	Glaring Claw 0-2	Hypher 0-2	-	-
Undead Bandit A	3-5	2	Undead Bandit 1-2	Moleman 0-2	Glaring Claw 0-2	-	-
Zombie Group	3-5	1	Zombie 3-5	-	-	-	-
Stray Dog Group	4-5	1	Stray Dog 4-5	-	-	-	-
Death Crow Group	4-5	1	Death Crow 4-5	-	-	-	-
Jellyman Group	4-5	1	Jellyman 4-5	-	-	-	-
Moleman Group	3-5	1	Moleman 3-5	-	-	-	-
Shellknight Group	3-5	1	Shellknight 3-5	-	-	-	-
Undead Bandit Group	3-5	1	Undead Bandit 3-5	-	-	-	-
Hypher Group	3-5	1	Hypher 3-5	-	-	-	-
Junk Combo	3-5	2	Junk Phantom 2-4	Gigabird 2-4	-	-	-
Small Enemy Combo	3-5	2	Jellyman 2	Steel Child 2-4	Frogman 2-4	-	-
Volcano Combo	4-5	2	Volcano 1-2	Shellknight 2-5	-	-	-
Killer Mountain Combo	4-5	2	Killer Mountain 1-2	Undead Bandit 2-5	-	-	-

■ High Chance of Appearing ■ Low Chance of Appearing

MYNA RANDOM ENCOUNTERS TABLE

MAXIMUM CHARACTER LEVEL FOR CHALLENGE BATTLES: 40

Location	Time	Rate	Group A	Group B	Group C	Group D	Group E
Train Tunnels	-	Normal	Zombie & Stray Dog	Stray Dog Group	Zombie Group	Small Enemy Combo	-
Near Angela's Bar	-	Low	Zombie & Stray Dog	Jellyman Group	Death Crow Group	-	-
Near the Spaceport	-	Low	Zombie & Stray Dog	Jellyman Group	-	-	-
Near the Mine Station	-	Low	Zombie & Stray Dog	Jellyman Group	-	-	-
North Path	-	Low	Zombie & Stray Dog	Stray Dog Group	Zombie Group	Small Enemy Combo	-
South Path	-	Low	Zombie & Stray Dog	Stray Dog Group	Zombie Group	Small Enemy Combo	-
North Observation Deck	-	Low	Junk Combo	Death Crow Group	Jellyman Group	-	-
South Observation Deck	-	Low	Junk Combo	Death Crow Group	Jellyman Group	-	-
Alley	-	Normal	Zombie Group	Death Crow Group	Stray Dog Group	-	-

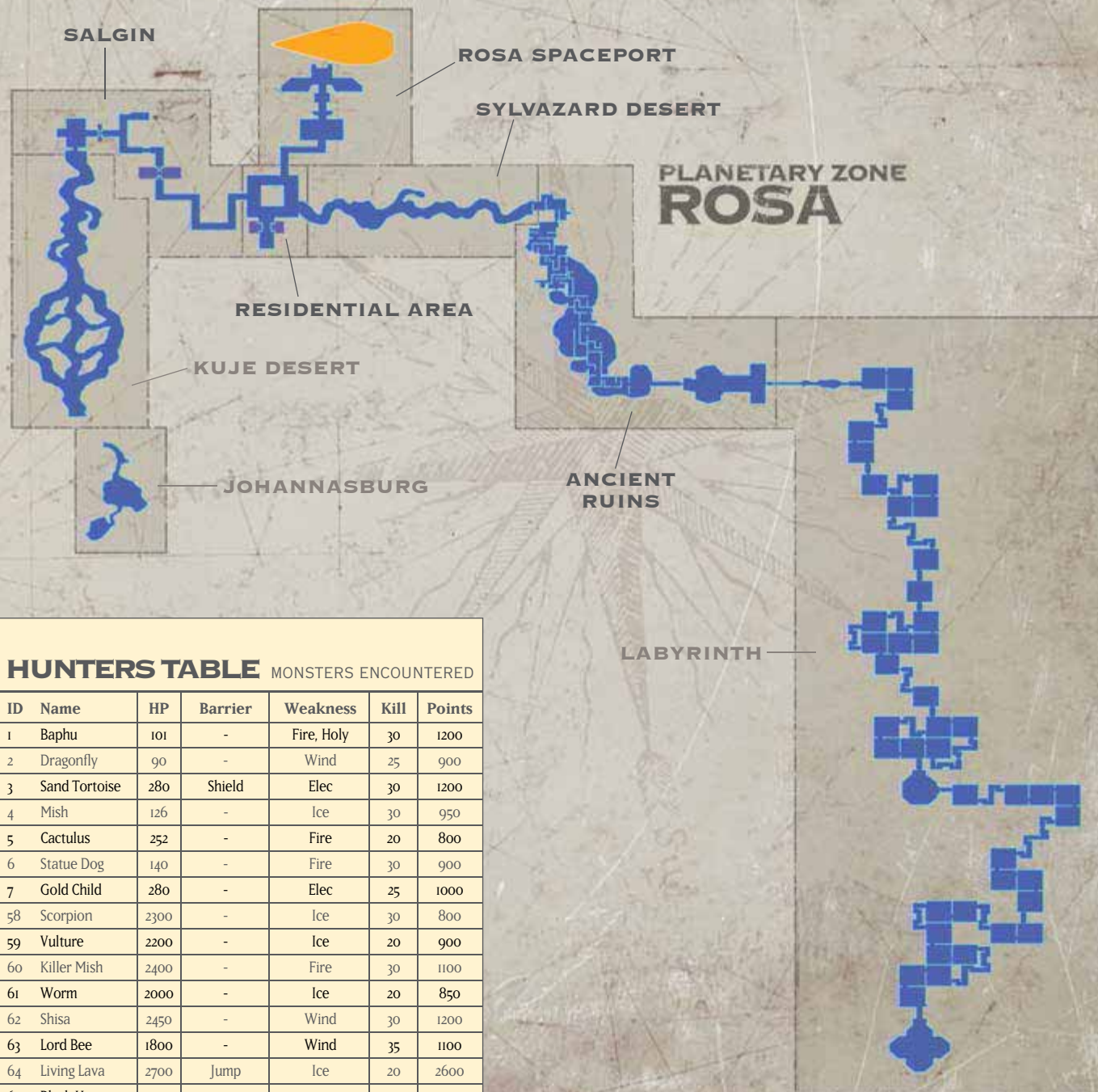
ROCKBELTER MINES RANDOM ENCOUNTERS TABLE

MAXIMUM CHARACTER LEVEL FOR CHALLENGE BATTLES: 40

Location	Time	Rate	Group A	Group B	Group C	Group D	Group E
1st Strata: Beginning	-	Increased	Shellknight A	Moleman Group	Shellknight Group	Hypher Group	-
1st Strata: Midpoint	-	Increased	Volcano A	Moleman Group	Shellknight Group	Hypher Group	-
1st Strata: Endpoint	-	Increased	Volcano A	Moleman Group	Shellknight Group	Volcano Combo	-
2nd Strata: Beginning	-	Increased	Killer Mountain A	Shellknight A	Hypher Group	Volcano Combo	-
2nd Strata: Midpoint	-	Increased	Killer Mountain A	Undead Bandit A	Undead Bandit Group	Killer Mountain Combo	-
2nd Strata: Endpoint	-	Increased	Killer Mountain A	Undead Bandit A	Undead Bandit Group	Killer Mountain Combo	-
Shrine Ruins	After Ch. 6	Increased	Killer Mountain A	Undead Bandit A	Undead Bandit Group	Killer Mountain Combo	-
Ruins Hall	After Ch. 6	Increased	Killer Mountain A	Undead Bandit A	Undead Bandit Group	Killer Mountain Combo	-

CHAPTER 7 – VALKOG'S AMBITION

CHAPTER 7 VALKOG'S AMBITION



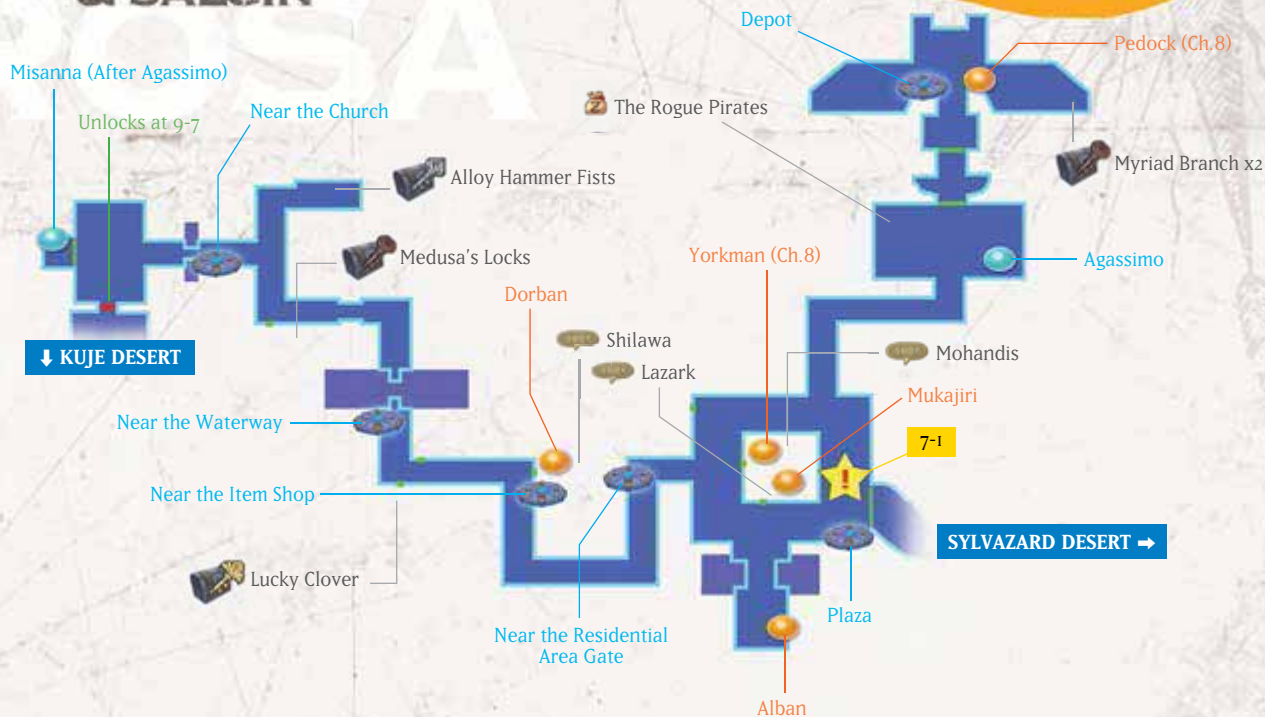
HUNTERS TABLE MONSTERS ENCOUNTERED

ID	Name	HP	Barrier	Weakness	Kill	Points
1	Baphu	101	-	Fire, Holy	30	1200
2	Dragonfly	90	-	Wind	25	900
3	Sand Tortoise	280	Shield	Elec	30	1200
4	Mish	126	-	Ice	30	950
5	Cactulus	252	-	Fire	20	800
6	Statue Dog	140	-	Fire	30	900
7	Gold Child	280	-	Elec	25	1000
58	Scorpion	2300	-	Ice	30	800
59	Vulture	2200	-	Ice	20	900
60	Killer Mish	2400	-	Fire	30	1100
61	Worm	2000	-	Ice	20	850
62	Shisa	2450	-	Wind	30	1200
63	Lord Bee	1800	-	Wind	35	1100
64	Living Lava	2700	Jump	Ice	20	2600
65	Black Horn	2500	-	-	20	2050
122	Death Skeletar	4704	-	Holy	30	1500



WALKTHROUGH - CAPTAIN'S LOG

MAP 30 ROSA SPACEPORT, RESIDENTIAL AREA & SALGIN



STAR CHART

SCENARIO FLOWCHART

7-1	Leave Salgin Residential Area by the North Gates and go through the Sylvazard Desert and the Ancient Ruins.
7-2	Boss Battle: Seed

It's been a long time since you were last on Rosa. You should revisit the old areas, as various NPCs here will have Blueprints (orange name globes) and Hints (blue name globes). It's also possible to find clues concerning the location of another Seven-Star Sword if you talk to the right people.



↑ NPCs with that blue globe have important info to give to you.



CHAPTER 7 – VALKOG'S AMBITION

The three shops have also gotten in a lot of new inventory. Be sure to stop by and pick up some new weapons or healing items for the long trip ahead.

UPDATE!

SALGIN ITEM SHOP

VENDOR: SHILHAWA

TYPE	NAME	REQ.	AMT.	PRICE
Recovery	Heal Potion	-	Inf.	50
Recovery	Max Heal	-	5	150
Recovery	Perfect Heal	-	5	300
Recovery	Recharge Drink	-	Inf.	70
Recovery	Tri-Charge	-	4	120
Recovery	Tri-Elixir	F	5	350
Recovery	Resurrection	-	Inf.	200
Recovery	CO2 Powder	-	Inf.	100
Guard	Deus Shield	F	2	1800
Food	Sanchez Fruit	-	Inf.	150
Scenario	Trap Cancellor	F	2	1000
Field	Stealth Pills	-	5	200
Guard	Stealth Guard	F	1	700
Jaster/Main/A2	Grand Edge	-	Inf.	320
Jaster/Sub/A3	Graverosse	-	Inf.	630
Steve/Main/A1	Great Hands	-	Inf.	190
Steve/Main/A2	Muscle Hands	-	2	470
Simon/Main/A1	Flamethrower	-	Inf.	190
Simon/Sub/A1	Missile Pod I	-	Inf.	190
Zegram/Main/G1	Divine Serpent	-	5	3900
Lilika/Main/E1	Mountainsong Bow	-	3	3000
Jupis/Sub/B1	Blaze Saucer Box	-	5	2100
Deego/Main/B2	Round Silver	-	Inf.	2200

UPDATE!

RESIDENTIAL AREA
ITEM SHOP

VENDOR: LAZARK

TYPE	NAME	REQ.	AMT.	PRICE
Recovery	Heal Potion	-	Inf.	50
Recovery	Recharge Drink	-	Inf.	70
Recovery	Perfect Reviver	F	5	800
Recovery	Resurrection	-	Inf.	200
Recovery	Relaxing Aroma	-	Inf.	100
Recovery	Wake-Up Drops	-	Inf.	100
Battle	Brave Symbol	F	2	250
Food	Yago Milk	-	Inf.	150
Food	Mellow Banana	-	10	150
Metal	Iron Cube	-	3	150
Metal	Revolva Alloy	-	2	250

UPDATE!

RESIDENTIAL AREA
WEAPON SHOP

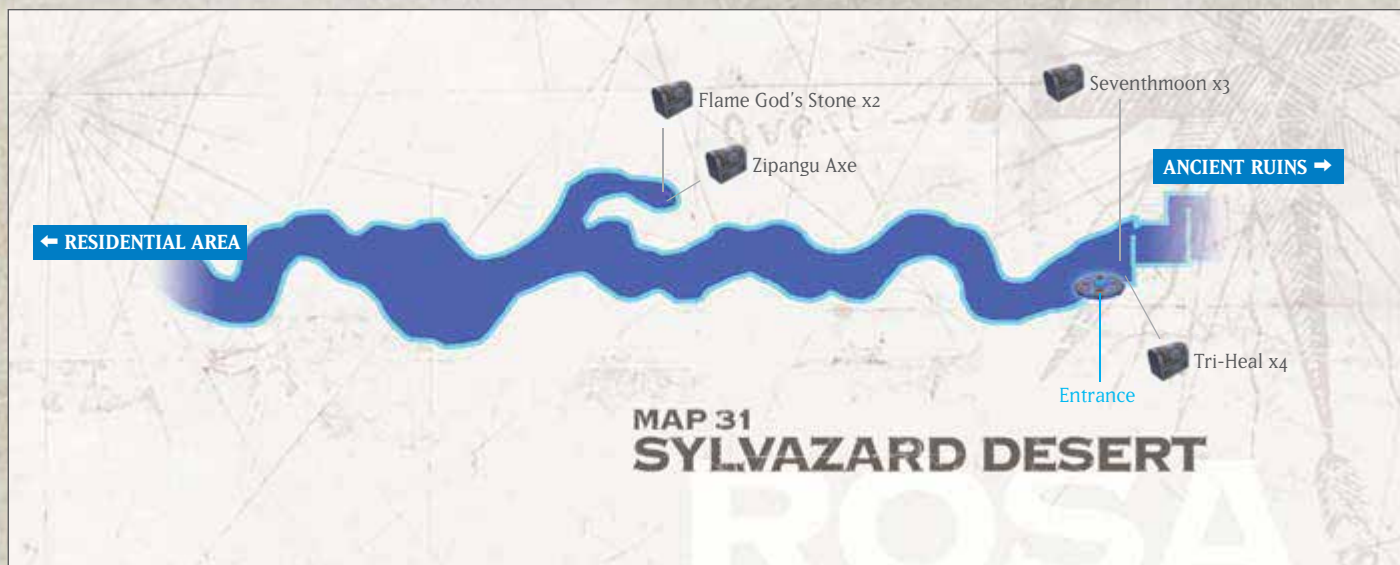
VENDOR: MOHANDIS

TYPE	NAME	REQ.	AMT.	PRICE
Jaster/Main/A1	Plain Edge	-	Inf.	190
Jaster/Main/A3	Wild Edge	-	Inf.	480
Jaster/Main/G3	Alex Decider	-	5	4600
Jaster/Main/K1	Gustbringer	F	3	4900
Jaster/Sub/A1	Slungrosse	-	Inf.	200
Kisala/Main/F2	Splendid Daggers	-	5	4000
Steve/Main/D4	Jabbing Extras	-	3	4800
Steve/Sub/D1	Rapid Squid	-	5	2500
Simon/Main/A2	Flamethrower Lv2	-	Inf.	480
Simon/Main/B1	Cold Spray	-	Inf.	860
Simon/Main/D3	Dual Hurricane	-	5	3400
Simon/Sub/A2	Missile Pod II	-	Inf.	610
Simon/Sub/A3	Missile Pod III	-	Inf.	1200
Zegram/Main/C4	Vermillion Flare	-	Inf.	3000
Zegram/Main/F1	Crescent Moon	F	Inf.	2800
Zegram/Sub/D4	Blizzard	-	3	5300
Jupis/Main/B1	Planet Spear	-	Inf.	1700
Deego/Main/A3	Soldier's Axe	-	Inf.	2600
Deego/Main/C3	General's Gold	-	3	4000
Deego/Sub/A4	Brave Slugger	-	5	3700
Deego/Sub/B1	Guardian 44	-	3	1900
Fusion	Hyper Crystal	-	5	2800
Fusion	Omega Star	-	10	800
Fusion	Excelion Shard	F	15	5000

Once you're ready, stop by the southern gates (7-1 Mark, p.94), and make your way through the Sylvazard Desert.



If we go through the desert from here, we'll reach the ruins.



CHAPTER 7 – VALKOG'S AMBITION

The Sylvazard Desert is simply one giant journey, with nothing between you and the end of this chapter. If you want, you can treat it as a random excursion to rack up monster kills, get some fusing done, and, as usual, stock up on a few hard-to-find items. You can even get the Earthshaker at this point by fusing a Desert Seeker III and a Blizzard Edge together.

RARE ITEMS

ITEM	MONSTER 1'S DROP %	MONSTER 2'S DROP %	MONSTER 3'S DROP %
Nebuladon Egg	Vulture (4%)	Living Lava (10%)	-
Hoho Bird Feather	Vulture (4%)	Killer Mish (3%)	-
Alluring Lamp	Vulture (3%)	-	-
Medusa's Locks	Worm (1%)	-	-
Lunar Ribbon	Killer Mish (4%)	-	-
Skull Necklace	Shisa (7%)	Killer Mish (2%)	Black Horn (1%)
Cursed Mask	Shisa (3%)	-	-

ENCOUNTER GROUPS TABLE

CHAPTER 7

Group Name	Total # Foes	# Species	# Monster A	# Monster B	# Monster C	# Monster D	# Monster E
Baphu A	3-5	2	Baphu 1-4	Dragonfly 0-4	Mish 0-4	Cactulus 0-4	Statue Dog 0-4
Sand Tortoise A	3-5	2	Sand Tortoise 1-4	Dragonfly 0-4	Mish 0-4	Cactulus 0-4	Gold Child 0-4
Shisa A	3-5	2	Shisa 1-4	Killer Mish 0-4	Lord Bee 0-4	Scorpion 0-4	-
Living Lava A	3-5	2	Living Lava 1-4	Killer Mish 0-4	Lord Bee 0-4	Scorpion 0-4	Worm 0-4
Living Lava B	3-5	2	Living Lava 1-4	Killer Mish 0-4	Lord Bee 0-4	Scorpion 0-4	-
Black Horn A	3-5	2	Black Horn 1-4	Killer Mish 0-4	Lord Bee 0-4	Scorpion 0-4	Worm 0-4
Baphu Group	3-4	1	Baphu 3-4	-	-	-	-
Sand Tortoise Group	3-4	1	Sand Tortoise 3-4	-	-	-	-
Dragonfly Group	3-5	1	Dragonfly 3-5	-	-	-	-
Statue Dog Group	4-5	1	Statue Dog 4-5	-	-	-	-
Mish Group	4-5	1	Mish 4-5	-	-	-	-
Cactulus Group	4-5	1	Cactulus 4-5	-	-	-	-
Gold Child Group	4-5	1	Gold Child 4-5	-	-	-	-
Scorpion Group	4-5	1	Scorpion 4-5	-	-	-	-
Vulture Group	4-5	1	Vulture 4-5	-	-	-	-
Killer Mish Group	4-5	1	Killer Mish 4-5	-	-	-	-
Living Lava Group	4-5	1	Living Lava 4-5	-	-	-	-
Black Horn Group	3-4	1	Black Horn 3-4	-	-	-	-
Lord Bee Group	4-5	1	Lord Bee 4-5	-	-	-	-
Shisa Group	4-5	1	Shisa 4-5	-	-	-	-
Death Skeletar Group	4-5	1	Death Skeletar 4-5	-	-	-	-
Big Enemy Combo	4-5	2	Baphu 2-4	Sand Tortoise 2-3	-	-	-
Baphu Trio	3-5	3	Baphu 1-3	Dragonfly 1-2	Mish 1-2	-	-
Tortoise Trio	3-5	3	Sand Tortoise 1-3	Cactulus 1-2	Gold Child 1-2	-	-
Shisa Combo	4-5	2	Shisa 2-4	Living Lava 2-4	-	-	-
Shisa Trio	4-5	3	Shisa 1-3	Killer Mish 1-4	Lord Bee 1-4	-	-

■ High Chance of Appearing ■ Low Chance of Appearing



SALGIN RANDOM ENCOUNTERS TABLE

MAXIMUM CHARACTER LEVEL FOR CHALLENGE BATTLES: 46

Location	Time	Rate	Group A	Group B	Group C	Group D	Group E
Near the Church	-	Low	Baphu A	Baphu Trio	Cactus Group	Mish Group	Death Skeletal Group
Path Beginning	-	Low	Baphu A	Baphu Group	Dragonfly Group	Mish Group	Shisa A
Path Midpoint	-	Low	Sand Tortoise A	Sand Tortoise Group	Big Enemy Combo	Gold Child Group	Living Lava Group
Path Endpoint	-	Low	Baphu A	Sand Tortoise A	Big Enemy Combo	Baphu Trio	Tortoise Trio
Path: Eastern Gate	-	Low	Baphu Trio	Tortoise Trio	Mish Group	Statue Dog Group	Vulture Group
Residential Area: Plaza	-	Low	Baphu Trio	Tortoise Trio	Baphu A	Mish Group	Gold Child Group

ROSA RANDOM ENCOUNTERS TABLE

MAXIMUM CHARACTER LEVEL FOR CHALLENGE BATTLES: 46

Location	Time	Rate	Group A	Group B	Group C	Group D	Group E
Sylvazard Desert: Midpoint	-	Normal	Shisa A	Living Lava A	Black Horn A	Scorpion Group	-
Sylvazard Desert: Endpoint	-	Normal	Shisa Group	Shisa A	Living Lava A	Vulture Group	-
Rosa Ruins: Ruins	-	Normal	Shisa A	Living Lava B	Shisa Group	Killer Mish Group	Shisa Trio
Rosa Ruins: Endpoint	-	Normal	Shisa Combo	Vulture Group	Lord Bee Group	Living Lava Group	-
Rosa Ruins: Ruins: Outside	-	Normal	Black Horn A	Scorpion Group	Lord Bee Group	Black Horn Group	-
Rizahna Ruins: On the Great Tablet	After 7-2	Normal	Living Lava A	Shisa Trio	Lord Bee Group	-	-
Rizahna Ruins: Near the Great Tablet	After 7-2	Normal	Living Lava A	Living Lava Group	Killer Mish Group	Scorpion Group	Vulture Group

Take note that there's a merchant just inside the Ancient Ruins of Rosa, and he'll sell you Ancient Scrolls II. Be sure to pick some up along with whatever else you might need. He's conveniently located near a save point if you want to spend some time grinding for money to buy everything he has.



ANCIENT RUINS VENDOR

VENDOR: FISAAL

TYPE	NAME	REQ.	AMT.	PRICE
Recovery	Heal Potion	-	Inf.	50
Recovery	Max Heal	-	10	150
Recovery	Recharge Drink	-	Inf.	70
Recovery	Tri-Charge	-	10	120
Recovery	Resurrection	-	Inf.	200
Battle	Strength Star	P	5	250
Battle	Divine Protection	P	3	200
Scroll	Ancient Scroll II	-	4	5000
Simon/Main/F2	Chimera Breath	-	1	4300
Jupis/Sub/B2	Blaze Saucer Max	-	3	2800

Eventually, after navigating your way through the Ancient Ruins' maze of walls, you'll come to a save point with a tunnel leading up through a very large outcropping. On the other side, you'll encounter an assassin that will try to kill you. The end of this fight will close out this chapter.

Boss Strategy

This isn't so much a battle as it is a test of endurance. Hang around with Seed (7-2 Mark, p.96) for about a minute or so and you'll escape with your life. Don't try to let yourself get killed in order to make things easier. That will just give you a Game Over.

BOSS FIGHT

SEED

STATS

HP 20000 ATK 180 DEF 1000

WEAK NONE

LOOT

XP NONE ZEHN NONE

ITEMS NONE



CHASING A LEGEND

PART 1





HUNTERS TABLE

ENCOUNTER GROUPS

ID	Name	HP	Barrier	Weakness	Kill	Points
8	Horrorwood	350	-	-	30	900
9	Smiley	320	Step On	Fire, Ice	20	1200
10	King Bee	250	-	Wind	35	750
11	Gorra	370	-	Ice	25	1300
12	Mutch	320	-	Elec	30	1000
13	Stump	400	-	Elec	30	1200
14	Pirahnite	300	-	Elec	20	950
15	Moui	270	-	-	30	800
16	Blue Thunder	400	-	Ice	30	1100
17	Maurya	800	-	-	20	800
18	Stinger	600	-	Ice	30	1400
19	Red Spider	900	-	Ice	30	2000
20	Cactugus	600	-	-	30	1300
21	Shadow Wood	600	-	Fire, Holy	20	1200
22	Muu Muu	600	-	Fire	20	1750
66	Dancing Doll	2800	-	-	30	800
67	Fancy Fowl	2800	-	Fire	30	800
68	Smilier	2800	Step On	-	20	1500
69	Ancient Mish	3300	-	Ice	30	1200
70	Poisonous Fly	2500	-	Wind	25	1100
71	Infernal Fruit	3200	Step On	-	20	1700
72	Red Horn	3700	Jump	Elec	20	1900
73	Go Oak	3100	-	Fire, Holy	30	1300
74	Dark Gigant	3800	Jump	Elec	20	1500
75	Angry Spirit	3000	-	Ice	20	900
76	Rafflesia	2700	-	Ice	20	1900
77	Stinger Assassin	3200	-	Ice	30	1800
78	Club Titan	4000	Jump	Elec	25	2200
79	Mandorla	2800	-	Fire	30	1300
80	Evil Monkey	3100	-	Fire	30	1400
81	White Ghost	3000	-	Wind	30	2100
82	Stone Tortoise	3500	Shield	-	30	1800

■ Path to the Altar ■ Path to the Ruins ■ Leo King's Ruins

STAR CHART

SCENARIO FLOWCHART

- 8-1 Take the east path from Burkaqua Village.
- 8-2 **Event Battle:** Dark Gigant x6.
- 8-3 **Boss Battle:** Mad Witch.

WALKTHROUGH - CAPTAIN'S LOG

It's time to go looking for the three Key Pieces on Juraika, Zerard, and Vedan. You are free to tackle these areas in any order you choose. We'll present these areas to you in the order that we feel makes them the easiest to deal with.

First, we'll visit Juraika, because it's a long haul and the enemies aren't too tough, but there's a nasty boss waiting at the end.

We'll go to Vedan second, because it is fairly short and the bosses aren't much to speak of, but the regular enemies can be quite difficult. Finally, we'll hit Zerard, because it's an arduous trip. The bosses are tough, as are the regular enemies.

Beginning on Juraika, make your way to the Village and stock up on supplies. Wanboko has gotten a lot of new stuff in stock since the last time you were here.



→ The jungle awaits.

BURKAQUA ITEM SHOP

VENDOR: LAZARK

TYPE	NAME	REQ.	AMT.	PRICE
Recovery	Heal Potion	-	Inf.	50
Recovery	Max Heal	-	5	150
Recovery	Recharge Drink	-	Inf.	70
Recovery	Resurrection	-	Inf.	200
Recovery	Antidote	-	Inf.	100
Recovery	Paralysis Cure	-	Inf.	100
Food	Sanchez Fruit	-	Inf.	150
Food	Mellow Banana	-	10	150
Food	Yago Milk	-	Inf.	150
Food	Ultraspcy Pepper	-	10	180
Jaster/Main/C1	Shining Horn	-	Inf.	660
Kisala/Main/B2	Deep Aquas	-	Inf.	850
Kisala/Main/C1	Sirius' Claws	-	Inf.	1100
Kisala/Sub/B1	Violet Stars	-	Inf.	690
Zegram/Main/B1	Iron Demon	-	Inf.	530
Zegram/Sub/A3	Gust Shuriken	-	Inf.	830
Lilika/Main/A1	Wanderlust Bow	-	Inf.	1000
Lilika/Main/A2	Terra Bow	-	Inf.	1300
Lilika/Main/G1	Heavenly Guide Bow	F	Inf.	3200
Lilika/Sub/A1	Hunter's Hatchet	-	Inf.	990
Lilika/Sub/E1	Spirit Hatchet	-	2	3600
Deego/Main/C4	Zipangu Axe	-	5	4900
Fusion	Hyper Crystal	-	5	2800
Fusion	Omega Star	-	5	2800

The path leading east from the village, which was previously blocked, is now open (8-1 Mark, p.101). It's a long and twisted road, but it's where you need to go.

→ It's a long trip. Bring lots of items with you.



CHAPTER 8 – CHASING A LEGEND





At about the halfway point, you'll find Burkaquan wandering around a transporter. If you're running short on supplies, it's a good idea to teleport back to him to stock up. Money's fairly easy to come by at this point, so it's not difficult to keep a full supply of healing items.



PATH TO THE RUINS PEDDLER

VENDOR: KOLEIWA

TYPE	NAME	REQ.	AMT.	PRICE
Recovery	Heal Potion	-	Inf.	50
Recovery	Max Heal	-	Inf.	150
Recovery	Tri-Heal	-	Inf.	80
Recovery	Perfect Heal	-	5	300
Recovery	Recharge Drink	-	Inf.	70
Recovery	Tri-Charge	-	Inf.	120
Recovery	Resurrection	-	Inf.	200
Recovery	Divine Healing	-	Inf.	200
Guard	Plasma Shield	-	2	1000
Guard	Saint Shield	-	2	1800
Guard	Poison Guard	F	2	700
Guard	Flame Guard	F	2	700
Food	Sanchez Fruit	-	Inf.	150
Food	Mellow Banana	-	10	150
Food	Pirate's Grog	-	3	250
Kisala/Main/E4	Innocent Faeries	-	3	5600
Jupis/Main/D3	Dragonic Core	-	3	4400
Scroll	Ancient Scroll II	-	4	5000

After the halfway point, the path splits in two, but as is becoming a trend here, both paths will eventually meet up at the end. To be on the safe side, take the route that takes you through the least number of plazas (those square shaped areas on the map). This is because you might encounter a group of Red Horns there, which are probably the most deadly encounter so far in the game. If you want to challenge them, make sure you have a Burning Strike at the ready. Boost your power with Illusion Sword and Aromatic Boost so you can hit several of them at once with a jumping attack.

→ If these guys show up, either run or just spam them with Illusion Sword.



Eventually, you'll reach the Leo King's Ruins entrance. Just beyond that save point you'll come across a mid-boss battle against several Dark Gigants (8-2 Mark). These are actually normal enemies. They're fairly weak against electrical attacks, so if you stack Flash Sword with Gelamin X and Drunken Burst you can kill each of them fairly quickly. They're giant-type enemies, so you'll need to jump in the air to damage them. If you have a lot of healing items you can easily bowl through this fight.



MAP 34 LEO KING'S RUINS



CHAPTER 8 – CHASING A LEGEND

Going through this ancient ruin is rather tricky, because there are actually two floors here, which have several stairs and crossover points. This linear path is designed around a central raised area, with the lower levels occasionally connecting each other on either side via underpasses. If you fall off the central area, there's almost always a set of stairs nearby to get back on top.



You'll find a chamber further in, which marks the end of the first third of the ruins. There'll be a cutscene here, but it's inconsequential. Keep moving forward and you'll eventually come across a peddler who's just kind of hanging out in here. Convenient, huh?

LEO KING'S RUINS PEDDLER

VENDOR: KATTARO

TYPE	NAME	REQ.	AMT.	PRICE
Recovery	Heal Potion	-	Inf.	50
Recovery	Recharge Drink	-	Inf.	70
Recovery	Divine Healing	-	Inf.	200
Recovery	Divine Blessing	F	Inf.	300
Recovery	Wake-Up Drops	-	Inf.	100
Recovery	Paralysis Cure	-	Inf.	100
Recovery	Antidote	-	Inf.	100
Recovery	Resurrection	-	Inf.	200
Recovery	Tri-Resurrection	-	5	500
Battle	Divine Protection	-	2	200
Alchemy	Hoho Bird Feather	P	1	150
Alchemy	Myriad Branch	P	1	150
Crystal	Dark Onyx	-	4	600
Jaster/Main/Ii	Saba Luga	-	1	3400
Zegram/Main/Hi	Archfiend's Blade	-	2	4500

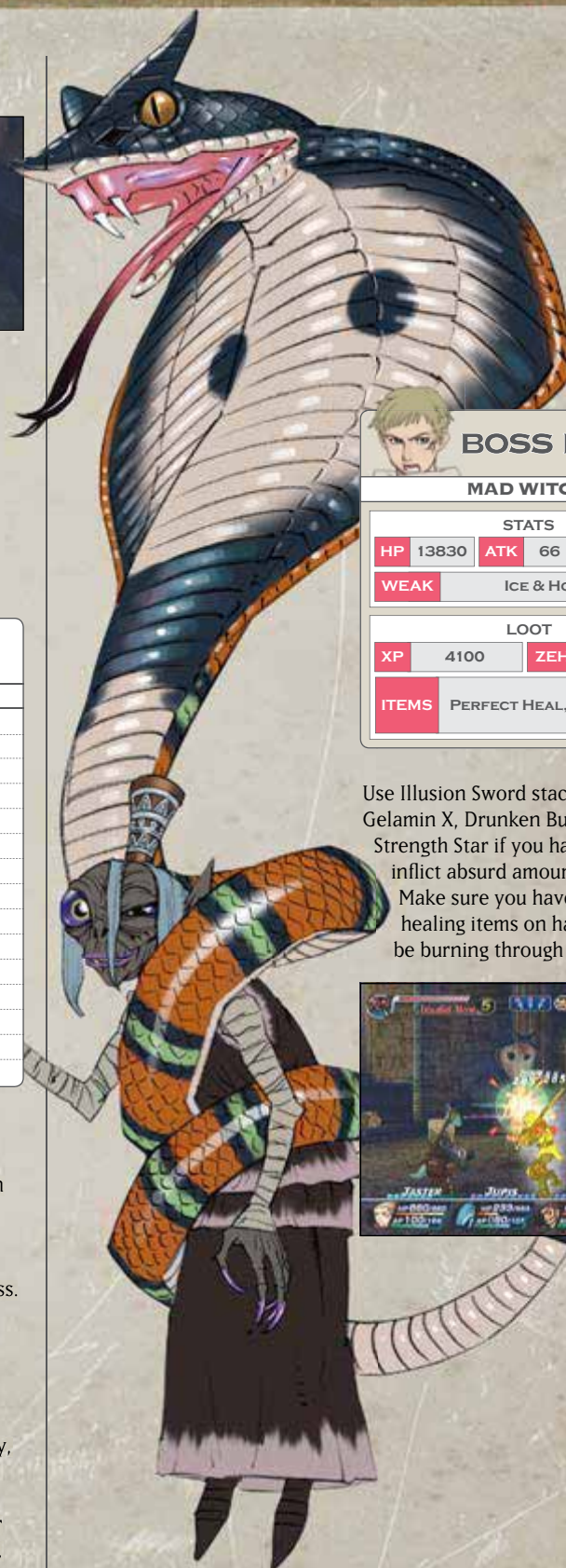
Further past that peddler, you'll run into Miyoko and Chie once again. Beyond them you'll find a transporter. If you've touched all the previous transporters up until this point, you'll be rewarded with the entire map of Juraika, complete with all of the locations of any unopened treasure chests.

That save point is crucial, because just up ahead is a rather nasty boss.

Boss Strategy

This witch (8-2 Mark, p.102) loves teleporting randomly around the battlefield, so trying to track her down to damage her can be a pain. She also hits very, very hard despite having such a low Attack Stat. When she's about to call down lightning, don't block it; just run away, and it will miss.

In order to keep track of her, you should press up on the D-Pad after she teleports. Turn to face in her direction, as per your enemy radar, and tap **R1** to get the camera centered on her.



BOSS FIGHT

MAD WITCH

STATS

HP	13830	ATK	66	DEF	500
WEAK	ICE & HOLY				

LOOT

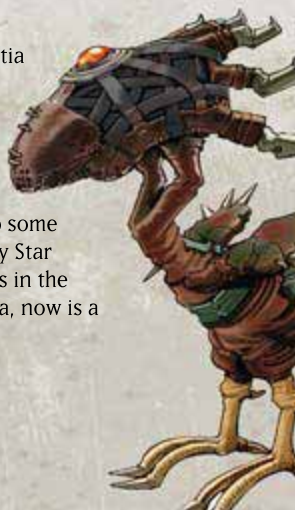
XP	4100	ZEHN	2100
ITEMS	PERFECT HEAL, OMEGA STAR		

Use Illusion Sword stacked with Gelamin X, Drunken Burst, and a Strength Star if you have one, to inflict absurd amounts of damage. Make sure you have plenty of healing items on hand, as you'll be burning through a lot of them.





With the first Key Piece acquired, the way to Alistia is open (see p.152). You can go there now if you want, while it's still a challenge. However, if you need stronger weapons or want to grab some valuable items, especially Star Earrings from the Smileys in the earlier sections of Juraika, now is a good time to do it.



RARE ITEMS

ITEM	MONSTER 1'S DROP %	MONSTER 2'S DROP %	MONSTER 3'S DROP %	MONSTER 4'S DROP %
Spirit Bell	Smilier (4%)	Angry Spirit (2%)	Club Titan (2%)	Infernal Fruit (1%)
Lunar Ribbon	Evil Monkey (5%)	Fancy Fowl (4%)	Smilier (3%)	-
Hoho Bird Feather	Ancient Mish (4%)	Fancy Fowl (4%)	White Ghost (2%)	-
Sealing Sunsphere	Rafflesia (10%)	Infernal Fruit (5%)	Mandorla (2%)	-
Dreamflower Ash	Poisonous Fly (3%)	Rafflesia (3%)	Infernal Fruit (2%)	-
Forbidden Add-On	Dancing Doll (10%)	Dark Gigant (4%)	-	-
Captain's Sock	Dancing Doll (4%)	Evil Monkey (3%)	-	-
Cursed Mask	Dancing Doll (4%)	-	-	-
Rose of Passion	Rafflesia (3%)	Mandorla (3%)	-	-
Dark Music Box	Angry Spirit (1%)	-	-	-
Biomemory	Club Titan (4%)	-	-	-
Dream Mushroom	Mandorla (5%)	Club Titan (4%)	-	-
Magic Lipstick	Mandorla (10%)	-	-	-

ENCOUNTER GROUPS TABLE

CHAPTER 8

Group Name	Total # Foes	# Species	# Monster A	# Monster B	# Monster C	# Monster D	# Monster E
Horrorwood	3-5	2	Horrorwood 1-4	Moui 0-2	King Bee 0-2	Mutch 0-2	Blue Thunder 0-2
Gorra	3-5	2	Gorra 1-4	Horrorwood 0-2	King Bee 0-2	Mutch 0-2	Stump 0-2
Smiley	3-5	2	Smiley 1-3	Moui 0-2	Blue Thunder 0-2	Mutch 0-2	Stump 0-2
Stinger	3-5	2	Stinger 1-4	Cactugus 0-2	Muu Muu 0-2	Mutch 0-2	Blue Thunder 0-2
Red Spider	3-5	2	Red Spider 1-4	Cactugus 0-2	Muu Muu 0-2	Mutch 0-2	Shadow Wood 0-2
Shadow Wood	3-5	2	Shadow Wood 1-4	Cactugus 0-2	Muu Muu 0-2	Mutch 0-2	Blue Thunder 0-2
Dancing Doll	3-5	2	Dancing Doll 1-4	Go Oak 0-2	Infernal Fruit 0-2	Poisonous Fly 0-2	Fancy Fowl 0-2
Smilier	3-5	2	Smilier 1-3	Dancing Doll 0-2	Poisonous Fly 0-2	Ancient Mish 0-2	Infernal Fruit 0-2
Red Horn	3-5	2	Red Horn 1-4	Dancing Doll 0-2	Fancy Fowl 0-2	Poisonous Fly 0-2	Ancient Mish 0-2
Dark Gigant	3-5	2	Dark Gigant 1-3	Evil Monkey 0-2	Poisonous Fly 0-2	-	-
Rafflesia	3-5	2	Rafflesia 1-3	Evil Monkey 0-2	White Ghost 0-2	-	-
Assassin	3-5	2	Assassin 1-3	Evil Monkey 0-2	Poisonous Fly 0-2	-	-
Club Titan	3-5	2	Club Titan 1-3	Evil Monkey 0-2	Angry Spirit 0-2	-	-
Horrorwood Group	3-4	1	Horrorwood 3-4	-	-	-	-
Gorra Group	3-4	1	Gorra 3-4	-	-	-	-
Moui Group	4-5	1	Moui 4-5	-	-	-	-
King Bee Group	4-5	1	King Bee 4-5	-	-	-	-
Mutch Group	4-5	1	Mutch 4-5	-	-	-	-
Stump Group	4-5	1	Stump 4-5	-	-	-	-
Blue Thunder Group	4-5	1	Blue Thunder 4-5	-	-	-	-
Smiley Group	2-4	1	Smiley 2-4	-	-	-	-
Pirahnite Group	4-5	1	Pirahnite 4-5	-	-	-	-
Stinger Group	4-5	1	Stinger 4-5	-	-	-	-
Red Spider Group	3-5	1	Red Spider 3-5	-	-	-	-
Cactugus Group	4-5	1	Cactugus 4-5	-	-	-	-
Piranhger Group	4-5	1	Piranhger 4-5	-	-	-	-
Shadow Wood Group	4-5	1	Shadow Wood 4-5	-	-	-	-
Dancing Doll Group	4-5	1	Dancing Doll 4-5	-	-	-	-
Ancient Mish Group	4-5	1	Ancient Mish 4-5	-	-	-	-
Poisonous Fly Group	4-5	1	Poisonous Fly 4-5	-	-	-	-
Fancy Fowl Group	4-5	1	Fancy Fowl 4-5	-	-	-	-
Smilier Group	2-4	1	Smilier 2-4	-	-	-	-

■ Altar encounters
 ■ Ruin Encounters
 ■ Leo King's Ruins encounters
 ■ High Chance of Appearing
 ■ Low Chance of Appearing

CHAPTER 8 – CHASING A LEGEND

ENCOUNTER GROUPS TABLE (CONT.)

CHAPTER 7

Group Name	Total # Foes	# Species	# Monster A	# Monster B	# Monster C	# Monster D	# Monster E
Infernal Fruit Group	2-4	1	Infernal Fruit 2-4	-	-	-	-
Red Horn Group	4-5	1	Red Horn 4-5	-	-	-	-
Go Oak Group	4-5	1	Go Oak 4-5	-	-	-	-
Dark Gigant Group	3-5	1	Dark Gigant 3-5	-	-	-	-
Rafflesia Group	4-5	1	Rafflesia 4-5	-	-	-	-
Assassin Group	4-5	1	Assassin 4-5	-	-	-	-
Club Titan Group	3-5	1	Club Titan 3-5	-	-	-	-
Evil Monkey Group	4-5	1	Evil Monkey 4-5	-	-	-	-
Gorra Trio	4-5	3	Gorra 1-4	Blue Thunder 1-4	King Bee 1-2	-	-
Mutch Trio	4-5	3	Mutch 1-4	Stump 1-4	King Bee 1-2	-	-
Big Enemy Combo	3-5	2	Gorra 2-4	Horrorwood 2-4	-	-	-
Stump Smiley Combo	3-5	2	Stump 2-4	Smiley 1-3	-	-	-
Piranha Group	3-5	2	Maurya 2-4	Piranhger 2-4	-	-	-
Flying Enemy Combo	3-5	2	Fancy Fowl 2-4	Poisonous Fly 2-4	-	-	-
Smilier Combo	3-5	2	Smilier 1-3	Infernal Fruit 1-3	-	-	-
Big Enemy Combo: Ruins	3-5	2	Dark Gigant 2-4	Club Titan 2-4	-	-	-
Dark Gigant Trio	4-5	3	Dark Gigant 1-3	Angry Spirit 1-2	Rafflesia 1-2	-	-
Assassin Trio	4-5	3	Assassin 1-3	Angry Spirit 1-2	Mandorla 1-2	-	-
Club Titan Trio	4-5	3	Club Titan 1-3	Stone Tortoise 1-2	Mandorla 1-2	-	-
Small Enemy Combo	3-5	2	Stone Tortoise 2-4	White Ghost 2-4	-	-	-

■ Altar encounters ■ Ruin Encounters ■ Leo King's Ruins encounters

PATH TO BURKAQUA
RANDOM ENCOUNTERS TABLE

MAXIMUM CHARACTER LEVEL FOR CHALLENGE BATTLES: 50

Location	Time	Rate	Group A	Group B	Group C	Group D	Group E
Beginning	-	Normal	Gorra A	Gorra Group	Horrorwood Group	Dancing Doll A	Red Horn Group
Midpoint	-	Normal	Gorra A	Gorra Group	Gorra Trio	Assassin A	Club Titan A
Endpoint	-	Normal	Dancing Doll Group	Fancy Fowl Group	Mutch Trio	Big Enemy Combo	Mutch Trio
To The Spring	-	Normal	Horrorwood A	Moui Group	Horrorwood Group	Stump Smiley Combo	Smiley A
Creekside	-	Normal	King Bee Group	Gorra Trio	Pirahnite Group	Smiley Group	Dancing Doll A
Creek	-	Normal	King Bee Group	Gorra Trio	Pirahnite Group	Infernal Fruit Group	Smilier A
Riverside	-	Normal	King Bee Group	Gorra Trio	Pirahnite Group	Smiley A	Poisonous Fly Group
Spring	-	Normal	King Bee Group	Pirahnite Group	Poisonous Fly Group	-	-
Dead Ends	-	Normal	Gorra Group	Stump Group	Blue Thunder Group	Smiley Group	Red Horn Group

PATH TO THE ALTAR
RANDOM ENCOUNTERS TABLE

MAXIMUM CHARACTER LEVEL FOR CHALLENGE BATTLES: 50

Location	Time	Rate	Group A	Group B	Group C	Group D	Group E
Path	-	Normal	Assassin A	Club Titan A	Big Enemy Combo	Dark Gigant Trio	Dancing Doll Group
Along River	-	Normal	Stinger A	Red Spider A	Red Spider Group	Piranhger Group	King Bee Group
Along Waterfall	-	Normal	King Bee Group	Gorra Trio	Cactus Group	Piranhger Group	Piranha Group
Near the Altar	-	Normal	Stinger A	Red Spider A	Red Spider Group	Shadow Wood A	Smiley Group
Above Waterfall	-	Normal	Stinger A	Red Spider A	Stinger Group	Gorra Group	Shadow Wood A



PATH TO THE RUINS RANDOM ENCOUNTERS TABLE

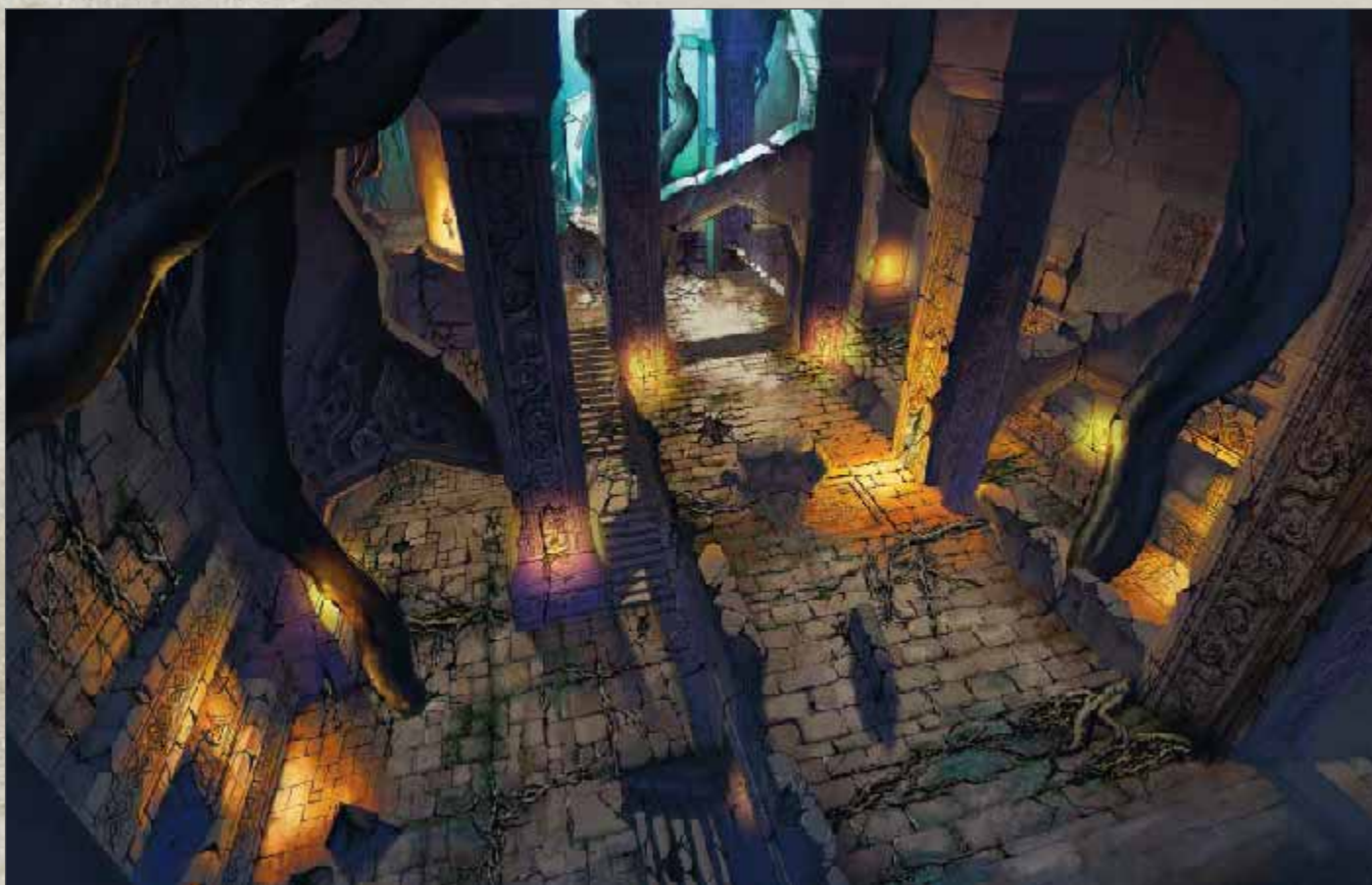
MAXIMUM CHARACTER LEVEL FOR CHALLENGE BATTLES: 50

Location	Time	Rate	Group A	Group B	Group C	Group D	Group E
South	-	Normal	Dancing Doll A	Smilier A	Ancient Mish Group	Go Oak Group	-
North	-	Normal	Dancing Doll A	Smilier A	Fancy Fowl Group	Infernal Fruit Group	-
All Paths	-	Normal	Smilier Combo	Dancing Doll Group	Poisonous Fly Group	Red Horn Group	-
Plaza 02	-	Normal	Red Horn B	Go Oak Group	Poisonous Fly Group	-	-
Plaza 04	-	Normal	Red Horn B	Smilier Group	Poisonous Fly Group	-	-
Riverbank	-	Normal	Flying Enemy Combo	Poisonous Fly Group	-	-	-

LEO KING'S RUINS RANDOM ENCOUNTERS TABLE

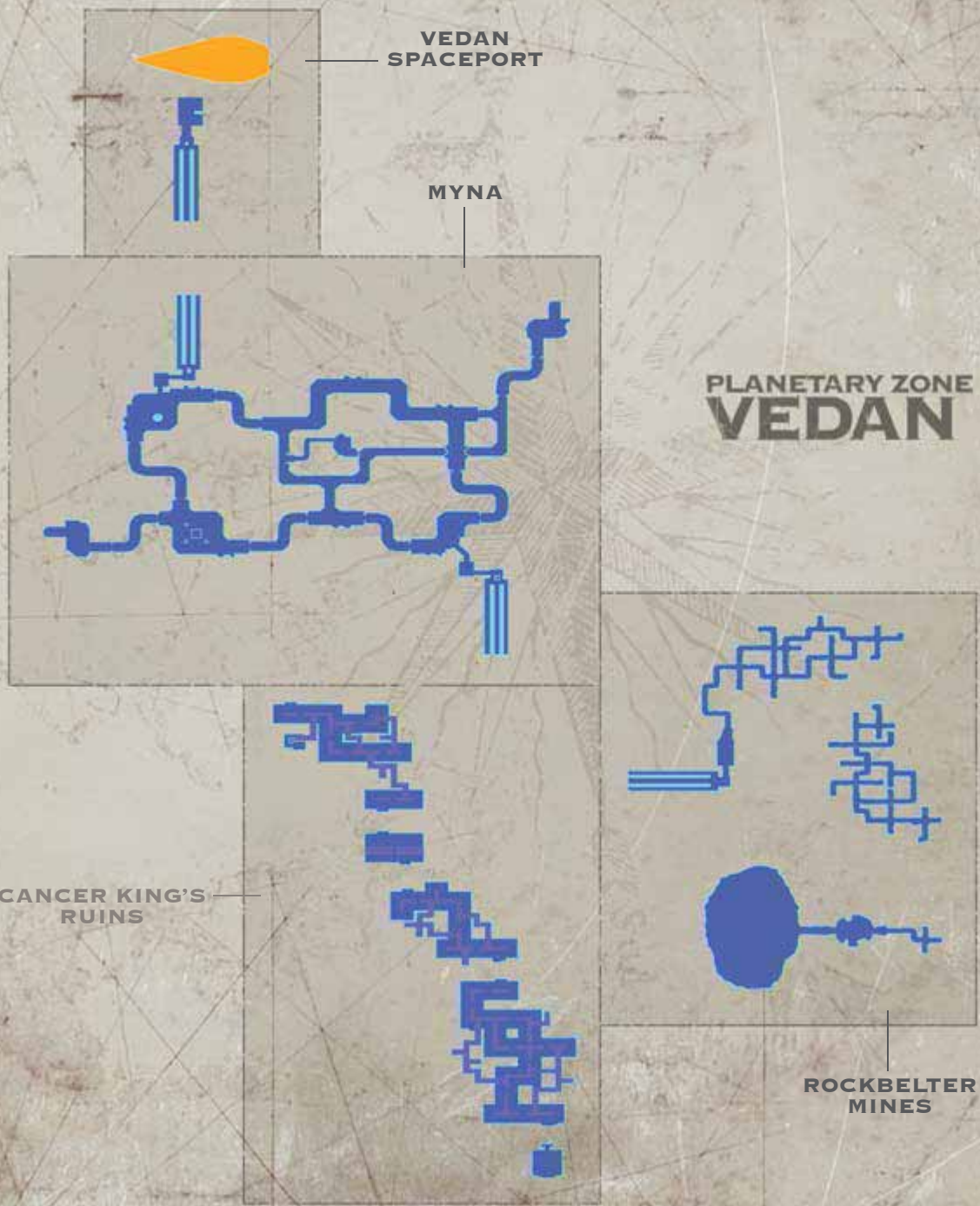
MAXIMUM CHARACTER LEVEL FOR CHALLENGE BATTLES: 50

Location	Time	Rate	Group A	Group B	Group C	Group D	Group E
Beginning	-	Normal	Assassin A	Dark Gigant A	Evil Monkey Group	-	-
Midpoint (1st Half)	-	Normal	Assassin A	Dark Gigant A	Assassin Trio	Evil Monkey Group	-
Midpoint (2nd Half)	-	Normal	Assassin A	Club Titan A	Rafflesia Group	Dark Gigant Trio	-
Endpoint (1st Half)	-	Normal	Rafflesia A	Club Titan A	Club Titan Group	Big Enemy Combo: Ruins	-
Endpoint (2nd Half)	-	Normal	Rafflesia A	Small Enemy Combo	Club Titan Group	Assassin Group	-
Entrance	-	Normal	Rafflesia A	Club Titan A	Club Titan Group	Assassin Group	-
Hall	-	High	Assassin A	Dark Gigant Group	Assassin Group	Rafflesia Group	-
Altar	After 8-4	High	Big Enemy Combo: Ruins	Club Titan Group	Dark Gigant Trio	Club Titan Trio	-



CHAPTER 8 – CHASING A LEGEND

CHAPTER 8 CHASING A LEGEND PART 2



4 TELESCOPE



HUNTERS TABLE

MONSTERS ENCOUNTERED

ID	Name	HP	Barrier	Weakness	Kill	Points
42	Zombie	1600	-	Fire, Holy	30	1300
43	Stray Dog	1500	-	Fire, Holy	30	1200
44	Frogman	1600	-	Elec	30	1500
45	Jellyman	1600	Barrier	Fire, Elec, Holy	30	1400
46	Junk Phantom	1800	Shield	Wind	28	2400
47	Gigabird	1700	-	Wind	20	1800
48	Death Crow	1650	-	Holy	30	1700
49	Steel Child	1650	-	Elec	25	1800
50	Volcano	2625	Jump	Ice	20	2400
51	Moleman	1800	-	Fire	30	1400
52	Shellknight	2200	Shield	Ice	30	2200
53	Undead Bandit	2300	Jump	Elec	25	2400
54	Killer Mountain	2750	Jump	Ice	20	2300
55	Hypher	1800	-	Holy	30	1700
56	Ghost Animal	1700	-	Holy	25	1400
57	Glaring Claw	1800	-	Wind	25	2000
98	Great Raiden	4000	Jump	-	25	2000
99	Dark Kong	3500	-	Ice	30	2600
100	Metalman	2500	-	Elec	30	1500
101	Ice Slime	2500	Shield	Fire	30	1600
102	Lapis	3200	-	-	30	1700
103	Vedabird	3800	-	Wind	30	2400
104	Killer Wind	2500	-	-	25	2600
105	Wise Stump	2500	-	Holy	30	1500
106	Red Strap	3800	-	Fire	30	1400

Rockbelter Mine Cancer King's Ruin

STAR CHART

SCENARIO FLOWCHART

8-4	Event Battle: Longardian Soldier x3
8-5	Obtain Harry's Bell.
8-6	Use Harry's Bell to cross the fast flowing waterway.
8-7	Boss Battle: Seed
8-8	Boss Battle: Assault Walker x3



WALKTHROUGH - CAPTAIN'S LOG

When you were exploring Myna earlier, there was a kid in the midtown alley who was blocking the way to his hideout. If you go there a second time, you'll find a bit of a commotion nearby. Head inside and you'll have a run-in with a squad of Longardian Soldiers.

BOSS FIGHT

LONGARDIAN SOLDIER X3

STATS			
HP	4000	ATK	264
DEF	306		
WEAK	NONE		

LOOT			
XP	288	ZEHN	70

ITEMS

- HEAL POTION (10%),
- ELECTROLESS (4%), IRON BOARD (4%), IRON CUBE (4%),
- MAX HEAL (4%), ELIXIR (3%)



Boss Strategy

These guys (8-4 Mark, p.109) are deceptively durable. They aren't especially difficult to beat, but it will take a few attack abilities to take them down. Don't hesitate to use healing items in this fight.



After the battle, you'll wind up at the kids' hideout, where you'll meet Harry. He'll give you his Bell (8-5 Mark, p.110). One of the chests contains a new outfit for Zegram and the kids here will sell you stuff that they found in these ruins, so talk to Bruno if you want some supplies.



CANCER KING'S RUINS


AREA 1 JUNK SHOP

VENDOR: BRUNO

TYPE	NAME	REQ.	AMT.	PRICE
Recovery	Heal Potion	-	Inf.	50
Recovery	Max Heal	-	Inf.	150
Recovery	Recharge Drink	-	Inf.	70
Recovery	Tri-Charge	-	Inf.	120
Recovery	Resurrection	-	Inf.	200
Recovery	Relaxing Aroma	-	Inf.	100
Recover	Stamina Extract	-	Inf.	100
Mech	Retro Boombox	-	2	200
Mech	Hyper-Gravity Sensor	P	2	520
Metal	Izerium	-	4	260

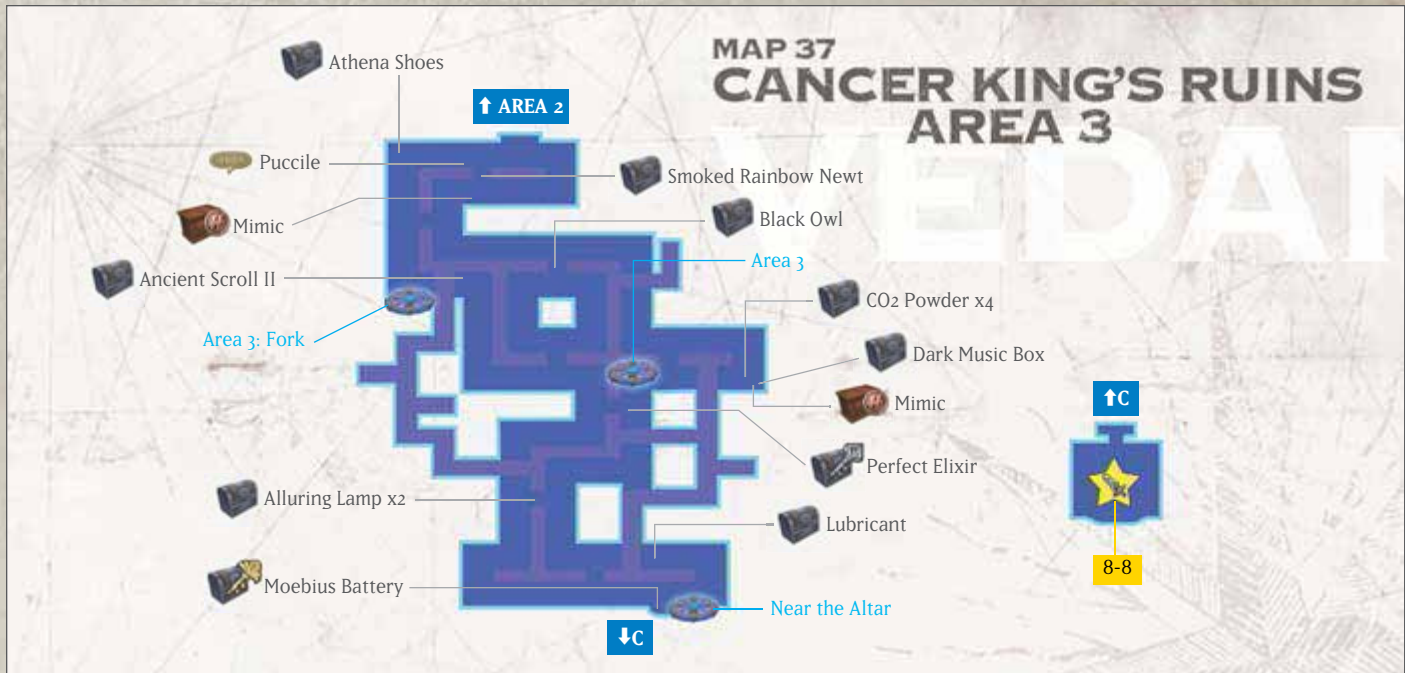
CHAPTER 8 – CHASING A LEGEND





The current is too strong here to swim across.
If only there were someone to ask for help...

CHAPTER 8 – CHASING A LEGEND



After you get across the fast-flowing water, drop down to Area 2 and head southeast to find another drop-down point. You'll have another run-in with Seed here.

Boss Strategy

Much like before, you're not expected to defeat Seed (8-7 Mark, p.110) here. You just need to survive long enough so that he'll run away again.

After the battle, you'll arrive in Area 3, and there'll be a convenient vendor located nearby. Talk to him if you're running a little low on healing items.



BOSS FIGHT

SEED

STATS

HP 20000 ATK 180 DEF 1000

WEAK

NONE

LOOT

XP NONE ZEHN NONE

ITEMS

NONE

CANCER KING'S RUINS AREA 3 VAGRANT

VENDOR: PUCCILE

TYPE	NAME	REQ.	AMT.	PRICE
Recovery	Heal Potion	-	Inf.	50
Recovery	Perfect Heal	-	20	300
Recovery	Tri-Charge	-	Inf.	120
Recovery	Elixir	-	10	250
Recovery	Resurrection	-	Inf.	200
Recovery	Divine Healing	-	Inf.	200
Guard	Paralyze Guard	F	2	700
Mech	Pressure Pump	-	5	200
Circuit	Biomemory	P	2	270
Circuit	Chaos Chip	-	2	300
Metal	Iron Cube	-	Inf.	150
Metal	Iron Board	-	Inf.	150
Metal	Carbon Alloy	-	4	180
Food	Mellow Banana	-	10	150

Head in a southerly direction and tag all three Transporters along the way, so you can complete the Map of Vedan. Now that this area is mapped out, do some monster hunting to get some of their rarer item drops. The Biomemory is especially difficult to acquire, and this is the best place to get them.

RARE ITEMS

ITEM	MONSTER 1'S DROP %	MONSTER 2'S DROP %
Dark Music Box	Great Raiden (4%)	-
Cursed Mask	Great Raiden (3%)	-
Sealing Sunsphere	Wise Stump (10%)	Dark Kong (4%)
Absolute Zero Stone	Ice Slime (4%)	Dark Kong (2%)
Mirror Unit	Ice Slime (10%)	-
Dreamflower Ash	Lapis (2%)	-
Biomemory	Vedabird (4%)	Red Strap (3%)
Stella Crystal	Wise Stump (2%)	-



ENCOUNTER GROUPS TABLE

CHAPTER 8

Group Name	Total # Foes	# Species	# Monster A	# Monster B	# Monster C	# Monster D	# Monster E
Zombie & Stray Dog	4-5	2	Zombie 2-4	Stray Dog 0-4	Frogman 0-4	-	-
Volcano	3-5	2	Volcano 1-2	Moleman 0-2	Ghost Animal 0-2	-	-
Shellknight	3-5	2	Shellknight 1-4	Ghost Animal 0-2	Hypher 0-2	-	-
Killer Mountain	3-5	2	Killer Mountain 1-4	Glaring Claw 0-2	Hypher 0-2	-	-
Undead Bandit	3-5	2	Undead Bandit 1-2	Moleman 0-2	Glaring Claw 0-2	-	-
Great Raiden	3-5	2	Great Raiden 1-3	Metalman 0-2	Ice Slime 0-2	Wise Stump 0-2	-
Dark Kong	4-5	2	Dark Kong 1-3	Metalman 0-2	Ice Slime 0-2	Wise Stump 0-2	-
Lapis	4-5	2	Lapis 1-3	Metalman 0-2	Killer Wind 0-2	Red Strap 0-2	-
Vedabird	4-5	2	Vedabird 1-3	Metalman 0-2	Ice Slime 0-2	Killer Wind 0-2	-
Stray Dog Group	4-5	1	Stray Dog 4-5	-	-	-	-
Death Crow Group	4-5	1	Death Crow 4-5	-	-	-	-
Jellyman Group	4-5	1	Jellyman 4-5	-	-	-	-
Moleman Group	3-5	1	Moleman 3-5	-	-	-	-
Shellknight Group	3-5	1	Shellknight 3-5	-	-	-	-
Undead Bandit Group	3-5	1	Undead Bandit 3-5	-	-	-	-
Hypher Group	3-5	1	Hypher 3-5	-	-	-	-
Great Raiden Group	3-5	1	Great Raiden 3-5	-	-	-	-
Dark Kong Group	4-5	1	Dark Kong 4-5	-	-	-	-
Metal Man Group	4-5	1	Metal Man 4-5	-	-	-	-
Ice Slime Group	4-5	1	Ice Slime 4-5	-	-	-	-
Vedabird Group	4-5	1	Vedabird 4-5	-	-	-	-
Junk Combo	3-5	2	Junk Phantom 2-4	Gigabird 2-4	-	-	-
Small Enemy Combo	3-5	2	Jellyman 2	Steel Child 2-4	Frogman 2-4	-	-
Volcano Combo	4-5	2	Volcano 1-2	Shellknight 2-5	-	-	-
Killer Mountain Combo	4-5	2	Killer Mountain 1-2	Undead Bandit 2-5	-	-	-
Bird Combo	3-5	2	Vedabird 2-4	Gigabird 2-4	-	-	-
Big Enemy Combo	3-5	2	Great Raiden 2-4	Dark Kong 2-4	-	-	-
Great Raiden Trio	4-5	3	Great Raiden 1-4	Metalman 1-3	Vedabird 1-3	Wise Stump 0-2	-
Dark Kong Trio	4-5	3	Dark Kong 1-4	Lapis 1-3	Ice Slime 1-3	Red Strap 0-2	-

■ Rockbelter Mine Encounters
 ■ Cancer King's Ruins encounters
 ■ High Chance of Appearing
 ■ Low Chance of Appearing

MYNA RANDOM ENCOUNTERS TABLE

MAXIMUM CHARACTER LEVEL FOR CHALLENGE BATTLES: 50

Location	Time	Rate	Group A	Group B	Group C	Group D	Group E
Scrapyard	After 8-5	High	Junk Combo	Jellyman Group	Metalman Group	Vedabird Group	Lapis A
Train Tunnels	-	Normal	Zombie & Stray Dog	Stray Dog Group	Zombie Group	Small Enemy Combo	Lapis A
Near Angela's Bar	-	Low	Zombie & Stray Dog	Jellyman Group	Death Crow Group	Lapis A	Lapis A
Near the Spaceport	-	Low	Zombie & Stray Dog	Jellyman Group	Metalman Group	Ice Slime Group	Lapis A
Near the Mine Station	-	Low	Zombie & Stray Dog	Jellyman Group	Metalman Group	Ice Slime Group	Lapis A
North Path	-	Low	Zombie & Stray Dog	Stray Dog Group	Zombie Group	Small Enemy Combo	Great Raiden A
South Path	-	Low	Zombie & Stray Dog	Stray Dog Group	Zombie Group	Small Enemy Combo	Dark Kong Trio
North Observation Deck	-	Low	Junk Combo	Death Crow Group	Jellyman Group	Dark Kong Group	Big Enemy Combo
South Observation Deck	-	Low	Junk Combo	Death Crow Group	Jellyman Group	Dark Kong Group	Big Enemy Combo
Alley	-	Normal	Zombie Group	Death Crow Group	Stray Dog Group	Vedabird A	Dark Kong Trio

CHAPTER 8 – CHASING A LEGEND

ROCKBELTER MINES
RANDOM ENCOUNTERS TABLE

MAXIMUM CHARACTER LEVEL FOR CHALLENGE BATTLES: 50

Location	Time	Rate	Group A	Group B	Group C	Group D	Group E
1st Strata: Beginning	-	Increased	Shellknight A	Moleman Group	Shellknight Group	Hypher Group	Dark Kong A
1st Strata: Midpoint	-	Increased	Volcano A	Moleman Group	Shellknight Group	Hypher Group	Dark Kong A
1st Strata: Endpoint	-	Increased	Volcano A	Moleman Group	Shellknight Group	Volcano Combo	Dark Kong A
2nd Strata: Beginning	-	Increased	Killer Mountain A	Shellknight A	Hypher Group	Volcano Combo	Great Raiden A
2nd Strata: Midpoint	-	Increased	Killer Mountain A	Undead Bandit A	Undead Bandit Group	Killer Mountain Combo	Great Raiden Trio
2nd Strata: Endpoint	-	Increased	Killer Mountain A	Undead Bandit A	Undead Bandit Group	Killer Mountain Combo	Great Raiden Trio
Shrine Ruins	-	Increased	Killer Mountain A	Undead Bandit A	Undead Bandit Group	Killer Mountain Combo	Great Raiden Group
Ruins Hall	-	Increased	Killer Mountain A	Undead Bandit A	Undead Bandit Group	Killer Mountain Combo	Great Raiden Trio

CANCER KING'S RUINS
RANDOM ENCOUNTERS TABLE

MAXIMUM CHARACTER LEVEL FOR CHALLENGE BATTLES: 50

Location	Time	Rate	Group A	Group B	Group C	Group D	Group E
Area 1: Path	-	Normal	Dark Kong A	Vedabird A	Dark Kong Group	Vedabird Group	-
Area 1: Waterway	-	Normal	Dark Kong A	Vedabird A	Dark Kong Group	Vedabird Group	-
Area 1: Tunnel	-	Normal	Dark Kong A	Lapis A	Metalman Group	-	-
Area 2: Path	-	Normal	Dark Kong A	Vedabird A	Dark Kong Group	Vedabird Group	-
Area 2: Waterway	-	Normal	Dark Kong A	Vedabird A	Dark Kong Group	Vedabird Group	-
Area 2: Tunnel	-	Normal	Dark Kong A	Lapis A	Metalman Group	-	-
Area 3: Start Path	-	Normal	Great Raiden A	Vedabird A	Ice Slime Group	Great Raiden Group	Dark Kong Trio
Area 3: End Path	-	Normal	Great Raiden A	Vedabird A	Ice Slime Group	Dark Kong Group	Great Raiden Trio
Area 3: Start Waterway	-	Normal	Great Raiden A	Vedabird A	Ice Slime Group	Great Raiden Group	Dark Kong Trio
Area 3: End Waterway	-	Normal	Great Raiden A	Vedabird A	Ice Slime Group	Dark Kong Group	Great Raiden Trio
Wastewater Area	-	Normal	Vedabird Group	Bird Combo	-	-	-
Pit Area	-	Normal	Vedabird Group	Lapis A	Ice Slime Group	Metalman Group	-
Shrine Area	After 8-8	Normal	Great Raiden A	Great Raiden Group	Big Enemy Combo	Great Raiden Group	Great Raiden Trio

The last Transporter is near a hole in the floor, which, if you drop down through it, leads to the altar room. An event battle awaits (8-8 Mark, p.111).

Boss Strategy

These guys may be intimidating, but they're rather easy to beat. Change over to Jaster's Barrier Break Shot and fire once at each of them.



BOSS FIGHT

ASSAULT WALKER X3

STATS

HP 6500 ATK 330 DEF 357

WEAK

ELEC

LOOT

XP 576 ZEHN 348

ITEMS

CHAMELEON PARTICULATE (10%),
ENERGY CHARGER (5%), RECHARGE
DRINK (4%), HEAL POTION (3%),
ELECTROLESS (2%), CO2 POWDER (1%)



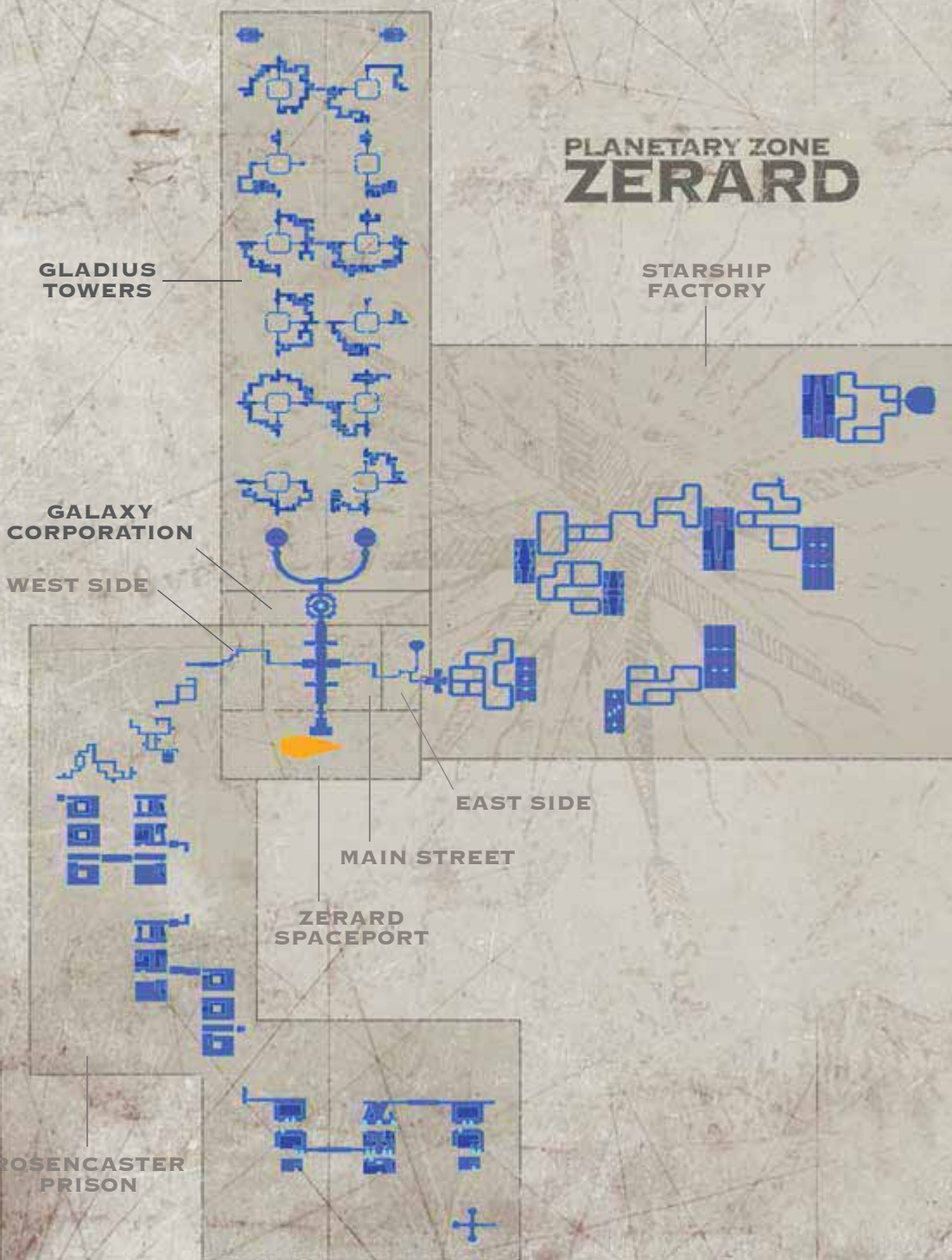
With their barriers down, go in for the kill using Flash Sword Lv3, along with any other ability which buffs your attack power. Their attacks can put you in some serious hurt, so the quicker you can get this over with the better. Defeating them will earn you a second Key Piece.

It's time to go for the last Key Piece, on Zerard.



CHAPTER 8

CHASING A LEGEND PART 3



CHAPTER 8 – CHASING A LEGEND

HUNTERS TABLE

MONSTERS ENCOUNTERED

ID	Name	HP	Barrier	Weakness	Kill	Points
23	Roller	900	-	Ice	20	1500
24	Slime	950	-	-	30	900
25	Tarantula	1150	-	Ice	30	1200
26	Petit Pooch	900	-	Elec	30	1200
27	Livid Ape	1150	-	Ice	30	2000
28	Shadowman	1000	-	Holy	30	1400
29	Savage Dog	1000	-	Fire	30	1900
30	Crow	950	-	-	30	1700
31	Protobeast	1050	-	-	30	1700
32	Nelvoron	1100	-	Elec	25	1800
33	Phantom Tail	1200	-	Wind	30	1950
25	Tarantula	1150	-	Ice	30	1200
26	Petit Pooch	900	-	Elec	30	1200
34	Cleaner Bob	1100	-	Elec	30	1200
35	Type-J	1100	-	Elec	25	1700
36	Yellowbolt	1250	-	Elec	30	1000
37	Oilder	1100	-	Elec	30	1400
38	Shock Gem	1100	Shield	-	30	1350
39	Max	1350	-	Elec	30	2000
40	Greenbolt	1250	-	Elec	30	1400
41	Type-K	1650	Shield	Elec	25	1850
83	Will O' The Wisp	2500	-	Holy	30	1300
84	Ancient Knight	3500	-	Holy	25	1700
85	Dark Buffalo	3000	-	Fire	20	1800
86	Red Jellyman	2800	Barrier	Ice	30	1300
87	Ancient Baron	3900	-	Holy	25	2200
88	Type-G	3500	Shield	Elec	25	2000
89	Phobos	3800	Jump	-	25	2300
90	Baroque	4200	Shield	-	28	2600
91	Ancient Sword	3800	-	Holy	25	1950
92	Redbolt	2800	-	Elec	30	2200
93	Seven Plus	2500	-	Wind	30	2400
94	Stealth Hornet	2800	-	Wind	20	2250
95	Death Gold	3000	-	Fire	30	2100
96	Devil Hawk	3500	-	-	20	1850
97	Hell Corpse	3000	-	-	30	2000

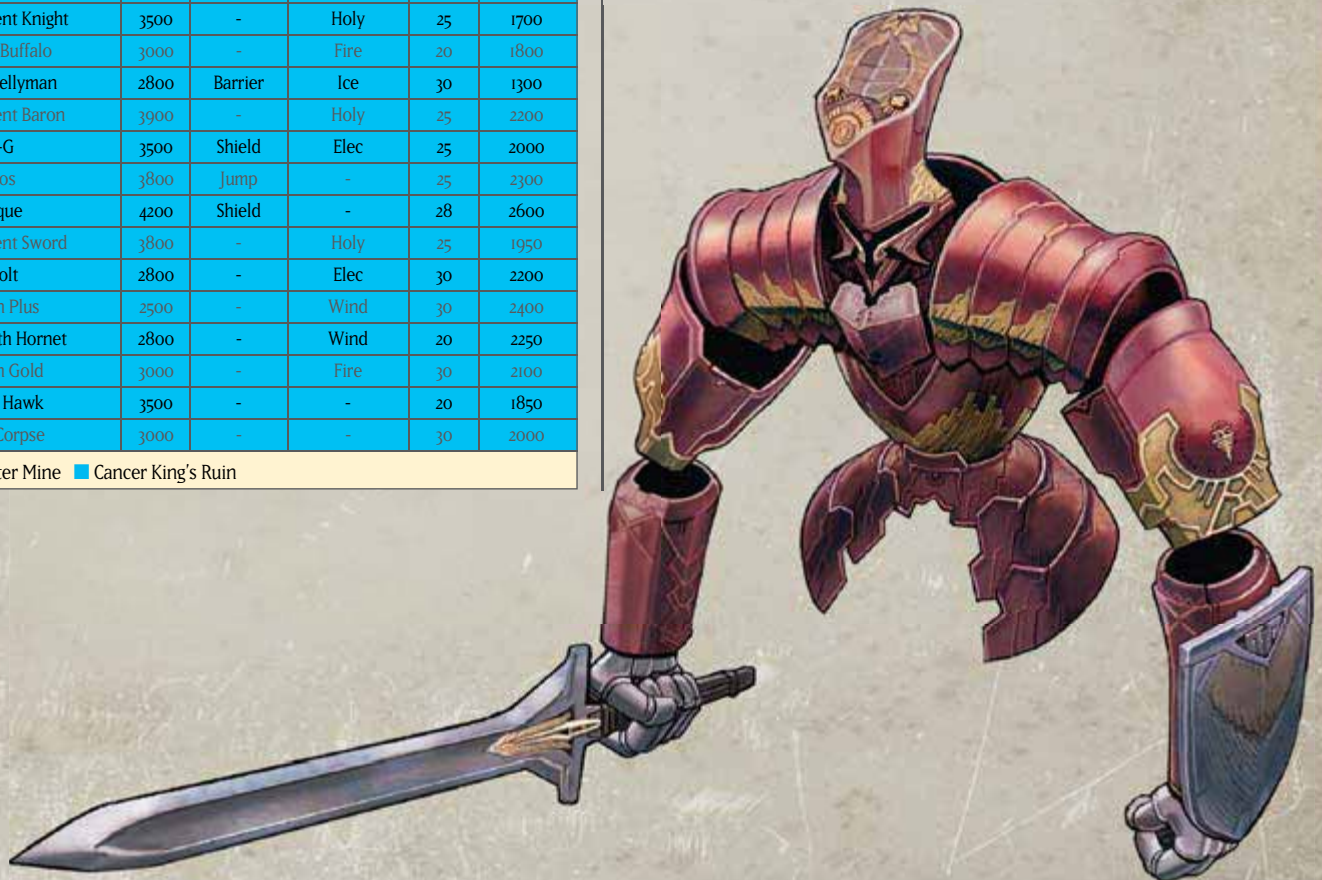
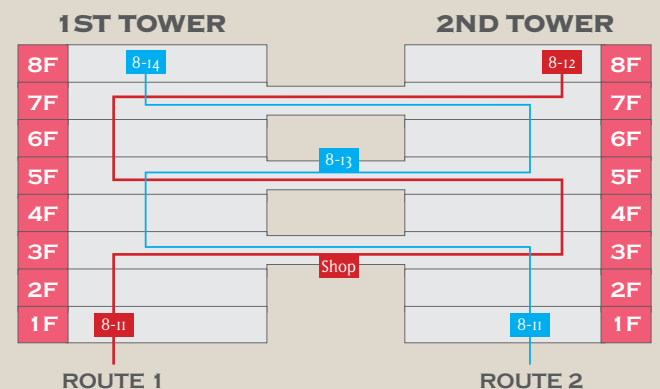
■ Rockbelter Mine
■ Cancer King's Ruin

STAR CHART

SCENARIO FLOWCHART

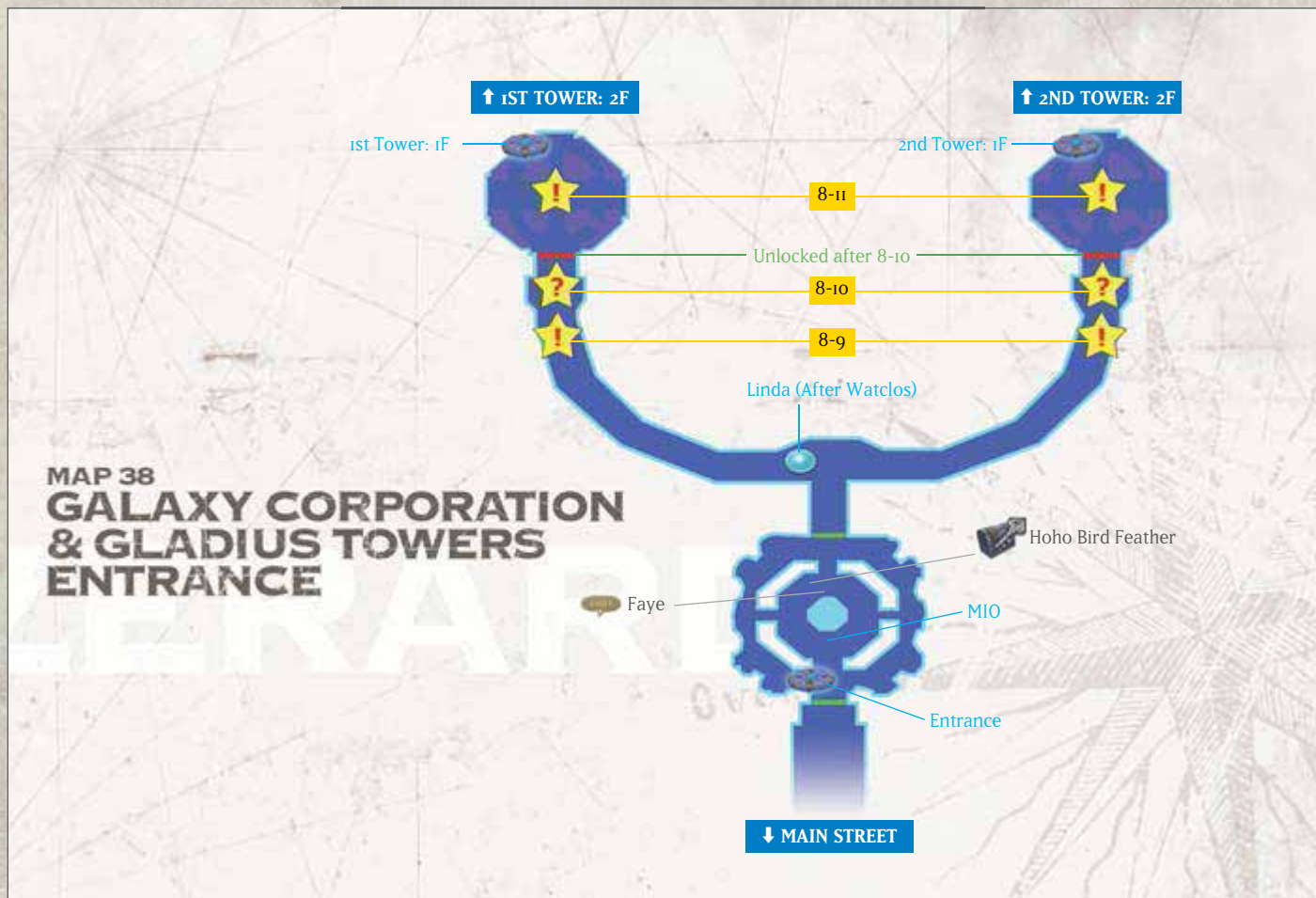
- 8-9 Approach the Gladius Towers to get the Burst Mode Switch for Steve.
 8-10 Use the Burst Mode Switch at either Thinking Circle in front of the Towers.
 8-11 Acquire the Libra King's Sword.
 8-12 **Boss Battle:** Gazel
 8-13 **Boss Battle:** Seed
 8-14 **Boss Battle:** Logan

GLADIUS TOWERS ROUTE MAP





WALKTHROUGH - CAPTAIN'S LOG



Before you set out to tackle the Gladius Towers, you should spend some of your hard-earned money on a bunch of weapons to master and fuse, as well as a full stock of healing items. This place is very long, and you'll have to go through it twice to get the third Key Piece.

When you approach the towers, you'll find them protected by a powerful barrier (8-9 Mark). Steve will be given the Burst Mode Switch as a means of destroying the barrier. You'll have to trek back to the Galaxy Corporation, then take the long walk back to the barriers. A Thinking Circle awaits (8-10 Mark).



You can tackle either tower first. Starting from the First Tower will take you to the top of the Second Tower, via a Vendor. You'll fight Gazel on the Second Tower's roof. Taking the Second Tower first will lead you to the top of the First Tower, after another battle with Seed, to reach Logan. Once both Gazel and Logan have been defeated you'll earn their Key Piece.

Whichever tower you start from, you'll be given the Libra King's Sword (8-11 Mark) to help you along the way.

Another aspect of the Gladius Towers "dungeon" that you should consider is that you'll essentially be going through both towers twice.

That should give you all the time you need to gather everything you want from inside. Use the info provided below to help you get all the monster kills and rare items you want. The Gladius Towers are not very friendly to explorers who are looking to get to a certain area quickly.



RARE ITEMS

ITEM	MONSTER 1'S DROP %	MONSTER 2'S DROP %	MONSTER 3'S DROP %
Sealing Sunsphere	Phobos (10%)	Ancient Sword (4%)	Ancient Knight (4%)
Cursed Mask	Ancient Knight (2%)	Ancient Baron (2%)	-
Mirror Unit	Dark Buffalo (4%)	Ancient Sword (2%)	-
Dark Music Box	Ancient Baron (3%)	Hell Corpse (2%)	-
Lubricant	Type-G (4%)	Baroque (3%)	-

CHAPTER 8 – CHASING A LEGEND

ENCOUNTER GROUPS TABLE

CHAPTER 8

Group Name	Total # Foes	# Species	# Monster A	# Monster B	# Monster C	# Monster D	# Monster E
Tarantula	3-5	2	Tarantula 1-4	Roller 0-2	Slime 0-2	Savage Dog 0-2	-
Livid Ape	3-5	2	Livid Ape 1-4	Phantom Tail 0-2	Nelvoron 0-2	Petit Pooch 0-2	-
Protobeast	3-5	2	Protobeast 1-4	Phantom Tail 0-2	Nelvoron 0-2	Savage Dog 0-2	-
Shadowman	3-5	2	Shadowman 1-4	Roller 0-2	Savage Dog 0-2	Petit Pooch 0-2	-
Cleaner Bob	3-5	2	Cleaner Bob 2-4	Yellowbolt 0-2	Oilder 0-2	-	-
Type-J	3-5	2	Type-J 2-4	Yellowbolt 0-2	Oilder 0-2	-	-
Type-K	3-5	2	Type-K 2-4	Yellowbolt 0-2	Oilder 0-2	-	-
Max	3-5	2	Max 2-4	Greenbolt 0-2	Oilder 0-2	Type-K 0-2	-
Ancient Knight	3-5	2	Ancient Knight 1-2	Type-G 0-2	Death Gold 0-2	Will O' The Wisp 2	-
Ancient Baron	3-5	2	Ancient Baron 1-2	Red Jellyman 0-2	Baroque 0-2	Hell Corpse 0-2	-
Dark Buffalo	3-5	2	Dark Buffalo 1-3	Will O' The Wisp 2	Phobos 0-2	Redbolt 0-2	-
Ancient Sword	3-5	2	Ancient Sword 1-2	Type-G 0-2	Stealth Hornet 0-2	Will O' The Wisp 2	-
Devil Hawk A	3-5	2	Devil Hawk 1-2	Will O' The Wisp 2	Phobos 0-2	Redbolt 2	-
Tarantula Group	3-5	1	Tarantula 3-5	-	-	-	-
Livid Ape Group	3-5	1	Livid Ape 3-5	-	-	-	-
Protobeast Group	3-5	1	Protobeast 3-5	-	-	-	-
Savage Dog Group	4-5	1	Savage Dog 4-5	-	-	-	-
Roller Group	4-5	1	Roller 4-5	-	-	-	-
Slime Group	4-5	1	Slime 4-5	-	-	-	-
Shadowman Group	4-5	1	Shadowman 4-5	-	-	-	-
Crow Group	4-5	1	Crow 4-5	-	-	-	-
Petit Pooch Group	4-5	1	Petit Pooch 4-5	-	-	-	-
Cleaner Bob Group	3-5	1	Cleaner Bob 3-5	-	-	-	-
Max Group	3-5	1	Max 3-5	-	-	-	-
Type-J Group	3-5	1	Type-J 3-5	-	-	-	-
Oilder Group	4-5	1	Oilder 4-5	-	-	-	-
Shock Gem Group	4-5	1	Shock Gem 4-5	-	-	-	-
Redbolt Group	4-5	1	Redbolt 4-5	-	-	-	-
Ancient Knight Group	3-5	1	Ancient Knight 3-5	-	-	-	-
Red Jellyman Group	4-5	1	Red Jellyman 4-5	-	-	-	-
Ancient Baron Group	3-5	1	Ancient Baron 3-5	-	-	-	-
Dark Buffalo Group	3-5	1	Dark Buffalo 3-5	-	-	-	-
Type-G Group	4-5	1	Type-G 4-5	-	-	-	-
Hell Corpse	4-5	1	Hell Corpse 4-5	-	-	-	-
Death Gold Group	4-5	1	Death Gold 4-5	-	-	-	-
Stealth Hornet Group	4-5	1	Stealth Hornet 4-5	-	-	-	-
Ancient Sword Group	4-5	1	Ancient Sword 4-5	-	-	-	-
Devil Hawk Group	4-5	1	Devil Hawk 4-5	-	-	-	-
Seven Plus Group	4-5	1	Seven Plus 4-5	-	-	-	-
Tarantula Trio	4-5	3	Tarantula 1-4	Roller 1-4	Shadowman 1-2	-	-
Big Enemy Combo	3-5	2	Tarantula 1-4	Livid Ape 0-4	Protobeast 0-4	-	-
Slime Combo	4-5	2	Oilder 2-4	Shock Gem 2-4	-	-	-
Bolt Combo	4-5	2	Yellowbolt 2-4	Greenbolt 2-4	-	-	-
Cleaner Combo	4-5	2	Cleaner Bob 2-4	Max 2-4	-	-	-
Type-J Combo	3-5	2	Type-J 1-3	Type-K 1-3	-	-	-
Type-J Trio	3-5	3	Type-J 1-4	Yellowbolt 1-2	Greenbolt 1-2	-	-
Max Trio	3-5	3	Max 1-4	Oilder 1-2	Shock Gem 1-2	-	-

☐ Rosencaster Prison Encounters
 ☐ Daytron Factory Encounters
 ☐ Gladius Tower Encounters
 ☐ High Chance of Appearing



ENCOUNTER GROUPS TABLE

CHAPTER 8

Group Name	Total # Foes	# Species	# Monster A	# Monster B	# Monster C	# Monster D	# Monster E
Knight & Baron	3-4	2	Ancient Knight 1-3	Ancient Baron 1-2	-	-	-
Sword & Baron	3-4	2	Ancient Sword 1-3	Ancient Baron 1-2	-	-	-
Knight Combo	3-4	2	Ancient Knight 1-3	Death Gold 1-3	-	-	-
Sword Combo	3-4	2	Ancient Sword 1-3	Stealth Hornet 1-3	-	-	-
Type-G Combo	3-4	2	Type-G 1-3	Will O' The Wisp 1-2	-	-	-

■ Gladius Tower Encounters

ROSENCASTER PRISON RANDOM ENCOUNTERS TABLE

MAXIMUM CHARACTER LEVEL FOR CHALLENGE BATTLES: 50

Location	Time	Rate	Group A	Group B	Group C	Group D	Group E
Level #: Cells	-	Low	Tarantula A	Tarantula Group	Red Jellyman Group	Redbolt Group	Ancient Knight A
Level 3: Hallways	-	Low	Tarantula A	Tarantula Group	Tarantula Trio	Redbolt Group	Ancient Knight A
Level 2: Hallways	-	Low	Tarantula A	Tarantula Group	Slime Group	Shadowman A	Ancient Knight A
Level 1: Hallways	-	Low	Tarantula A	Roller Group	Slime Group	Tarantula Trio	Ancient Knight A
Interior Pathway A3	-	Normal	Livid Ape A	Protobeast A	Big Enemy Combo	Ancient Knight Group	Ancient Knight A
Interior Pathway A3 (Lit)	-	Normal	Tarantula A	Savage Dog Group	Roller Group	Redbolt Group	Ancient Knight A
Interior Pathway A2	-	Normal	Protobeast A	Livid Ape A	Big Enemy Combo	Roller Group	Ancient Knight A
Interior Pathway A2 (Lit)	-	Normal	Tarantula A	Savage Dog Group	Roller Group	Knight Combo	Ancient Knight A
Interior Pathway A1	-	Normal	Big Enemy Combo	Tarantula Group	Slime Group	Roller Group	Ancient Knight A
Interior Pathway A1 (Lit)	-	Normal	Tarantula A	Shadowman Group	Red Jellyman Group	Knight Combo	Ancient Knight A
Prison: Waste Disposal	-	Normal	Slime Group	Tarantula Group	Roller Group	Knight Combo	Ancient Knight A
Prison: Testing Room	-	Normal	Tarantula A	Tarantula Group	Slime Group	Roller Group	Ancient Knight A

DAYTRON STARSHIP FACTORY RANDOM ENCOUNTERS TABLE

MAXIMUM CHARACTER LEVEL FOR CHALLENGE BATTLES: 50

Location	Time	Rate	Group A	Group B	Group C	Group D	Group E
Entrance	-	Normal	Cleaner Bob A	Cleaner Bob Group	Oilder Group	Ancient Baron Group	Ancient Knight A
Path 01 (North)	-	Normal	Cleaner Bob A	Cleaner Bob Group	Oilder Group	Ancient Baron Group	Ancient Knight A
Path 01 (South)	-	Increased	Tarantula Group	Petit Pooch Group	Ancient Baron Group	Ancient Baron Group	Ancient Knight A
Path 02 (South)	-	Normal	Type-J A	Type-J Group	Shock Gem Group	Ancient Baron Group	Ancient Knight A
Path 02 (North)	-	Increased	Tarantula Group	Petit Pooch Group	Type-G Group	Ancient Baron Group	Ancient Knight A
Path 03	-	Normal	Max A	Max Group	Slime Combo	Ancient Baron Group	Ancient Knight A
Path 04	-	Normal	Type-J Trio	Max Trio	Cleaner Combo	Slime Combo	Bolt Combo
Path 05	-	Normal	Cleaner Combo	Max Group	Type-J Group	Oilder Group	Shock Gem Group
Path EX	-	Increased	Tarantula Group	Max Group	Type-J Group	Slime Combo	Ancient Baron Group
Assembly Line 01	-	Normal	Cleaner Bob Group	Max Group	Type-G Group	Redbolt Group	Dark Buffalo A
Assembly Line 02	-	Normal	Cleaner Bob Group	Max Group	Type-J A	Shock Gem Group	Knight & Baron
Assembly Line 03A	-	Normal	Cleaner Bob Group	Max Group	Type-J A	Shock Gem Group	Max Trio
Assembly Line 03B	-	Normal	Cleaner Bob Group	Max Group	Type-K A	Type-J Combo	Shock Gem Group
Mainframe Room	-	Normal	Cleaner Bob Group	Max Group	Type-K A	Type-J Combo	Shock Gem Group

CHAPTER 8 – CHASING A LEGEND

GLADIUS TOWERS
RANDOM ENCOUNTERS TABLE

MAXIMUM CHARACTER LEVEL FOR CHALLENGE BATTLES: 50

Location	Time	Rate	Group A	Group B	Group C	Group D
1st Tower: 2F-3F: Inner Loop	-	Low	Ancient Knight A	Death Gold Group	Type-G Group	Ancient Knight Group
1st Tower: 4F-5F: Inner Loop	-	Low	Dark Buffalo A	Knight Combo	Red Jellyman Group	Type-G Group
1st Tower: 6F-7F: Inner Loop	-	Low	Ancient Baron A	Red Jellyman Group	Knight & Baron	Ancient Baron Group
1st Tower: 2F-3F: Outer Loop	-	Low	Ancient Knight A	Redbolt Group	Type-G Combo	Ancient Knight Group
1st Tower: 4F-5F: Outer Loop	-	Low	Dark Buffalo A	Hell Corpse Group	Ancient Knight A	Ancient Knight Group
1st Tower: 6F-7F: Outer Loop	-	Low	Ancient Baron A	Hell Corpse Group	Dark Buffalo A	Ancient Baron Group
1st Tower: 3F Bridge Gate	-	Low	Red Jellyman Group	Ancient Knight Group	Type-G Group	Redbolt Group
1st Tower: 5F Bridge Gate	-	Low	Dark Buffalo Group	Knight & Baron	Type-G Group	-
1st Tower: 7F Bridge Gate	-	Low	Dark Buffalo Group	Ancient Baron Group	Type-G Group	-
1st Tower: Throne Room	After 8-13	Low	Dark Buffalo Group	Ancient Baron Group	Type-G Group	-
2nd Tower: 2F-3F: Inner Loop	-	Low	Ancient Sword A	Stealth Hornet Group	Type-G Group	Ancient Sword Group
2nd Tower: 4F-5F: Inner Loop	-	Low	Devil Hawk A	Sword Combo	Red Jellyman Group	Type-G Group
2nd Tower: 6F-7F: Inner Loop	-	Low	Ancient Baron A	Red Jellyman Group	Sword & Baron	Ancient Baron Group
2nd Tower: 2F-3F: Outer Loop	-	Low	Ancient Sword A	Redbolt Group	Type-G Combo	Ancient Sword Group
2nd Tower: 4F-5F: Outer Loop	-	Low	Devil Hawk A	Seven Plus Group	Ancient Sword A	Ancient Sword Group
2nd Tower: 6F-7F: Outer Loop	-	Low	Ancient Baron A	Seven Plus Group	Devil Hawk A	Ancient Baron Group
2nd Tower: 3F Bridge Gate	-	Low	Red Jellyman Group	Ancient Sword Group	Type-G Group	Redbolt Group
2nd Tower: 5F Bridge Gate	-	Low	Devil Hawk Group	Sword & Baron	Type-G Group	-
2nd Tower: 7F Bridge Gate	-	Low	Devil Hawk Group	Ancient Baron Group	Type-G Group	-
2nd Tower: Throne Room	After 8-12	Low	Devil Hawk Group	Ancient Baron Group	Type-G Group	-

When you start from the First Tower, you'll find a vendor wandering about on the lower level of the 3F Bridge. One of the reasons that he's so far off the beaten path is that he sells Edensia and Dream Mushrooms, which have been especially hard to come by up until now.



If you're starting from the base of the second tower, you'll eventually come across Seed (8-13 Mark, p.121), who's waiting on the upper level of the 5F bridge.

Boss Strategy

Yes, it's that time again. No, you aren't supposed to beat him. Just survive long enough for someone else to take care of him for you.

GLADIUS TOWERS 3F VENDOR

VENDOR: SELSHU

TYPE	NAME	REQ.	AMT.	PRICE
Recovery	Heal Potion	-	Inf.	50
Recovery	Max Heal	-	Inf.	150
Recovery	Recharge Drink	-	Inf.	70
Recovery	Tri-Charge	-	Inf.	120
Recover	Resurrection	-	Inf.	200
Crystal	Stella Crystal	-	1	700
Crystal	Edensia	-	1	900
Alchemy	Dream Mushroom	-	2	400
Mech	Pressure Pump	-	3	200
Mech	Speaker Pod	-	3	200
Crystal	Nebula Opal	-	2	650
Food	Sanchez Fruit	-	Inf.	150
Food	Pirate's Grog	-	3	250
Lilika/Main/E4	Mountain Nymph Bow	-	5	6600
Jupis/Main/F1	Sage's Spear	-	1	3800



BOSS FIGHT

SEED

STATS

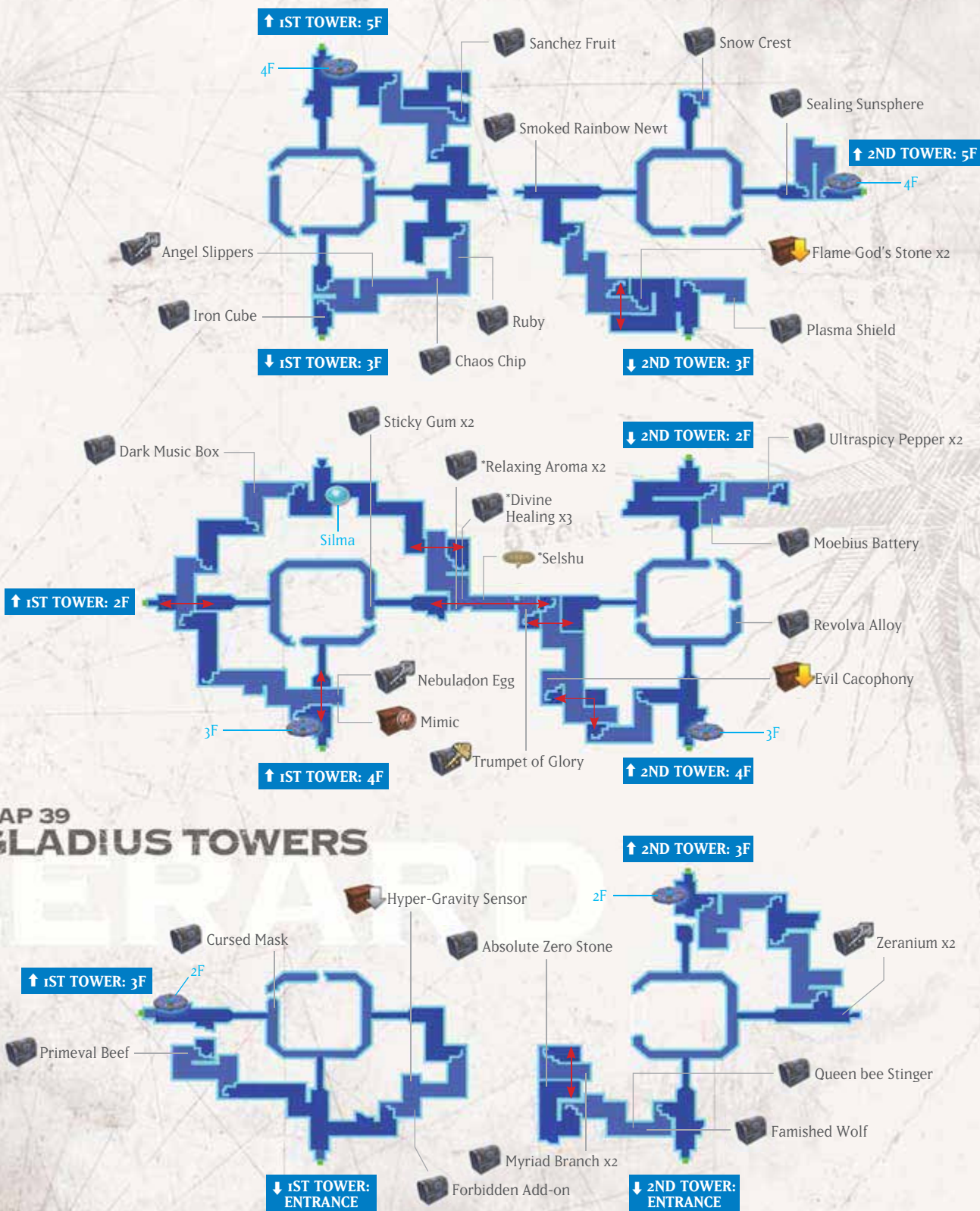
HP 20000 ATK 180 DEF 1000

WEAK NONE

LOOT

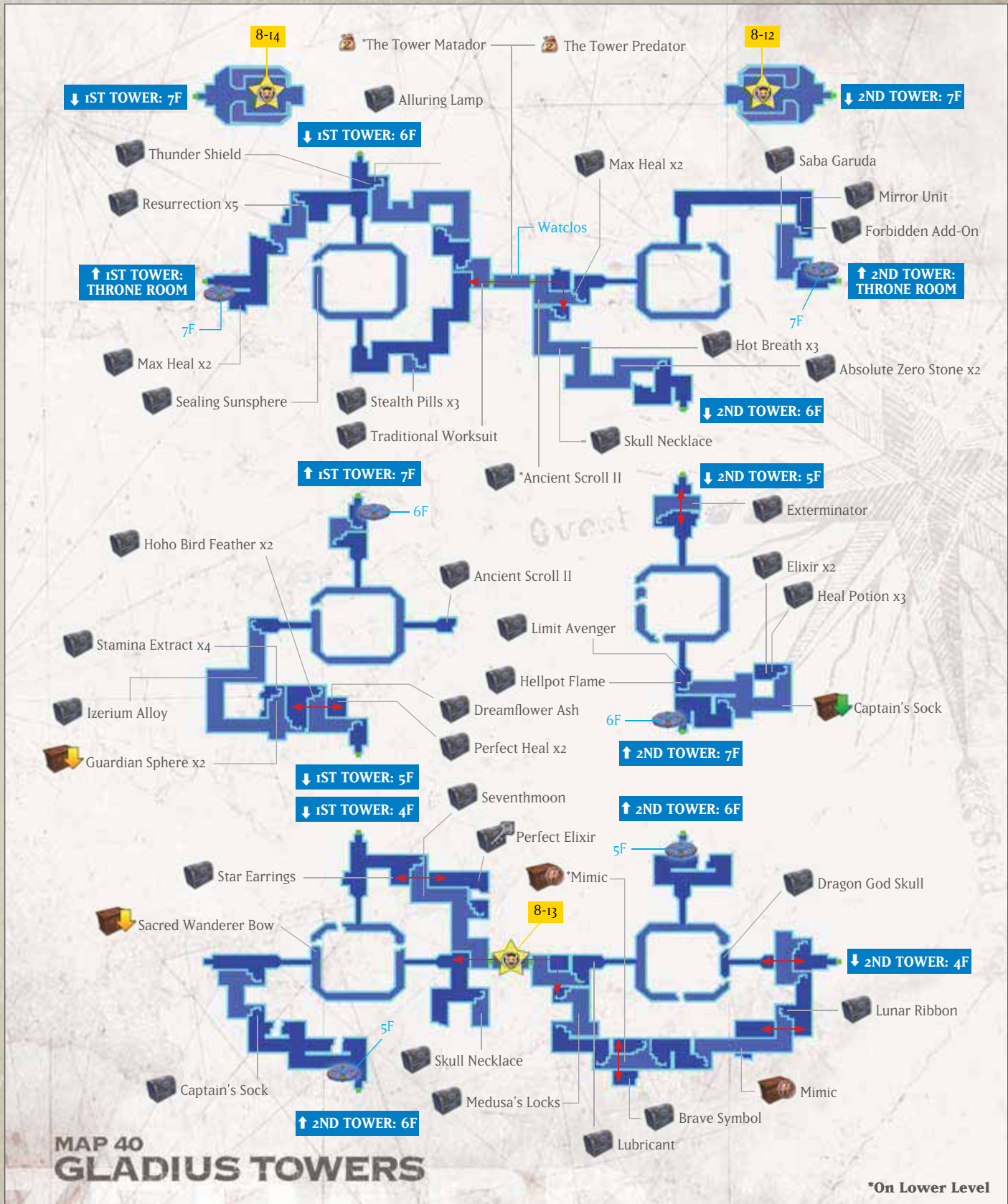
XP NONE ZEHN NONE

ITEMS NONE



*On Lower Level

CHAPTER 8 – CHASING A LEGEND





BOSS FIGHT

GAZEL

STATS

HP 15132 ATK 250 DEF 500

WEAK ICE & WIND

LOOT

XP 5027 ZEHN 1820

ITEMS PERFECT REVIVER, STEALTH PILLS

Depending upon which tower you started from, you'll face a different boss. Defeat both to claim the Libra King's Key Piece. Once you've claimed all three Key Pieces, the next chapter begins immediately.

Boss Strategy

Gazel (8-12 Mark, p.121) is the more formidable of the two brothers. He warps around the battlefield constantly like the Mad Witch did in Juraika. He can also make himself invisible for a period of time and seriously injure anyone who attempts to approach. Finally, he can throw his swords around like boomerangs, which will hit everyone in your active party multiple times over the course of a couple of seconds.



In order to defeat Gazel, you'll need to play a waiting game. Hold down the block button, and continually lock onto him when he warps the same way you did with the mad Witch. Gazel's most vulnerable after he throws his swords, as he's going to retrieve them. That's the perfect time to attack, using Illusion Sword, Drunken Burst, and a Strength Star. This combination should take off massive amounts of Gazel's HP in a surprisingly short period of time.



BOSS FIGHT

LOGAN

STATS

HP 15806 ATK 150 DEF 500

WEAK ICE & HOLY

LOOT

XP 5027 ZEHN 1820

ITEMS EXCELION SHARD, STEALTH PILLS

Boss Strategy

Logan's (8-14 Mark, p.121) a bit easier to beat than his brother, because he's slow and easy to hit. The only thing he's got going for him is that lance of his, and even that's easy to block and counter.

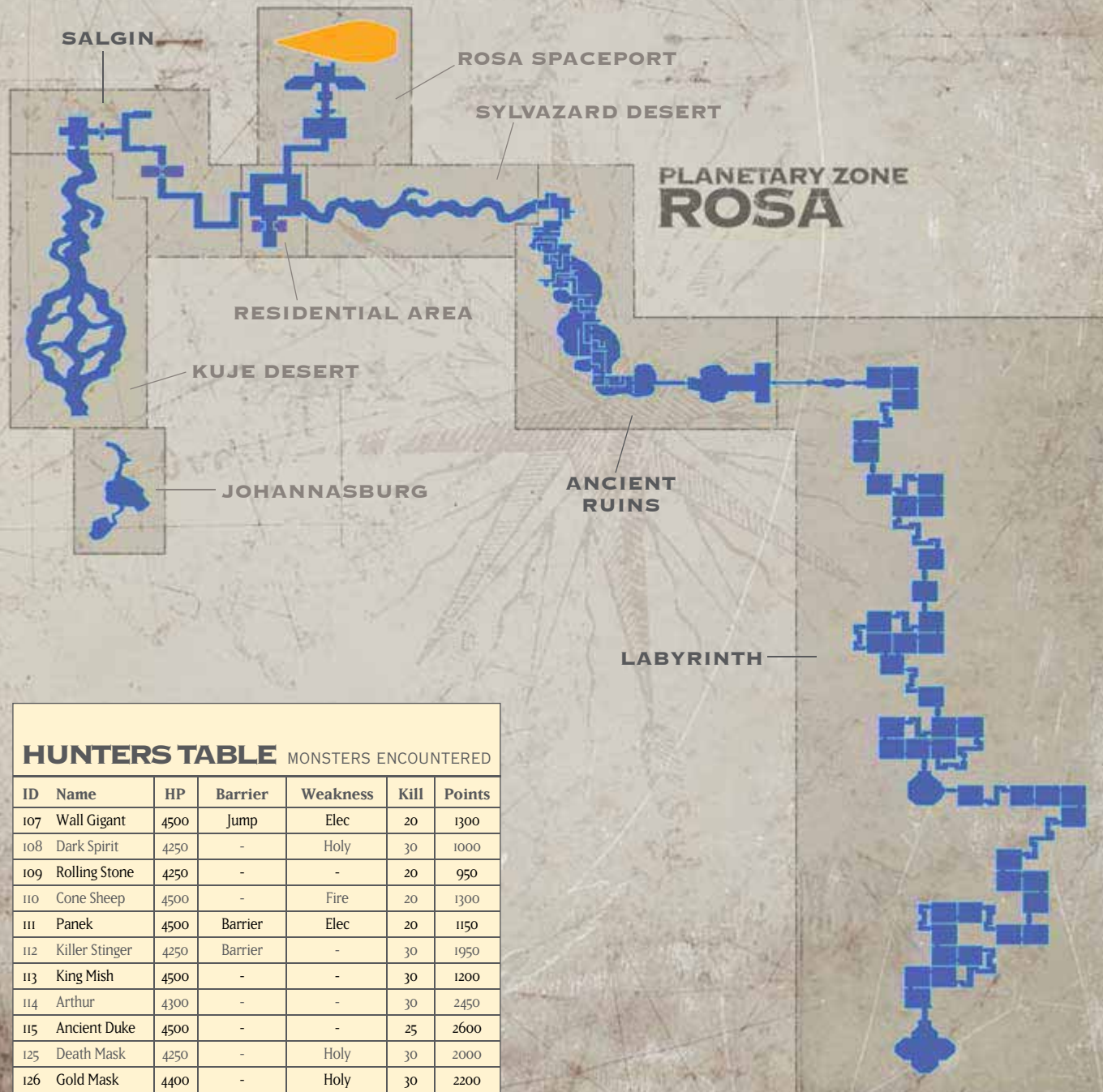
If you equip the Earthshaker, and use Illusion Sword combined with any of the usual Attack-increasing buffs, this battle will be over before it ever really heated up.



CHAPTER 9 – MYSTERY OF EDEN

CHAPTER 9

THE MYSTERY OF EDEN

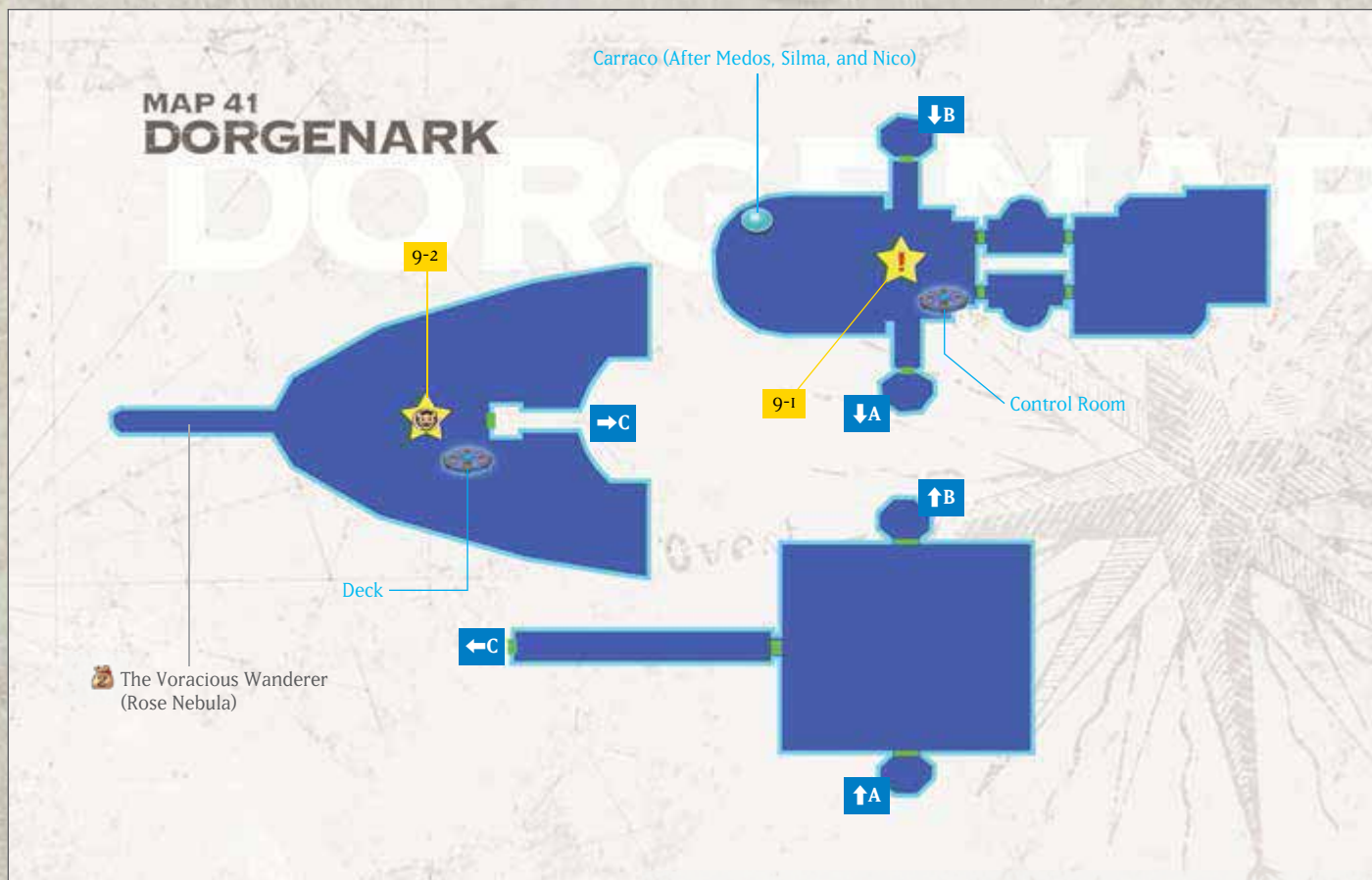


HUNTERS TABLE MONSTERS ENCOUNTERED

ID	Name	HP	Barrier	Weakness	Kill	Points
107	Wall Gigant	4500	Jump	Elec	20	1300
108	Dark Spirit	4250	-	Holy	30	1000
109	Rolling Stone	4250	-	-	20	950
110	Cone Sheep	4500	-	Fire	20	1300
111	Panek	4500	Barrier	Elec	20	1150
112	Killer Stinger	4250	Barrier	-	30	1950
113	King Mish	4500	-	-	30	1200
114	Arthur	4300	-	-	30	2450
115	Ancient Duke	4500	-	-	25	2600
125	Death Mask	4250	-	Holy	30	2000
126	Gold Mask	4400	-	Holy	30	2200



WALKTHROUGH - CAPTAIN'S LOG



STAR CHART

SCENARIO FLOWCHART

- | | |
|-----|---|
| 9-1 | Return to the Dorgenark's Control Room. |
| 9-2 | Boss Battle: Zegram |
| 9-3 | Boss Battle: Seed & Beast Seed |
| 9-4 | Boss Battle: Ragnar |
| 9-5 | Boss Battle: Sand Kraken |
| 9-6 | Use the Ancient Circuit at the Thinking Circle. |
| 9-7 | Go to the gate by the Church in Salgin |

Before you head back to the Dorgenark with the Key Pieces, you should buy a full stock of recovery items. There's a rather long sequence of boss fights coming up.

When you're prepared, head to the Dorgenark's Control Room for a scene (9-1 Mark). Afterwards, you'll be forced into a fight with Zegram on the deck of the Dorgenark.

Boss Strategy

You can't beat Zegram (9-2 Mark) here, who has suddenly developed an obscene Defense stat. Just survive long enough, and he'll eventually run away.



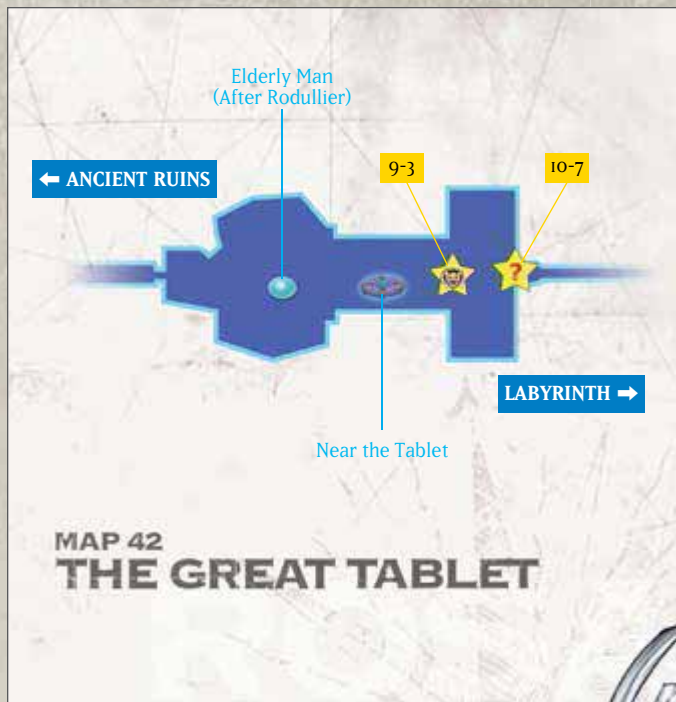
BOSS FIGHT

ZEGRAM

STATS			
HP	20000	ATK	324
DEF	2000		
WEAK	NONE		

LOOT			
XP	NONE	ZEHN	NONE
ITEMS	NONE		

CHAPTER 9 – MYSTERY OF EDEN



Boss Strategy

Zegram is on his own for the first fight against Seed. You can't beat him here; just survive until help arrives.

The second fight begins with you controlling Jaster, Kisala, and Zegram. You can't win here either; again, just survive until the pedestals on the tablet arise.

Once the pedestals have appeared and the battle has started, get to both of them on either side of Seed to place the key pieces for victory.



BOSS FIGHT

SEED

STATS VS ZEGRAM

HP	20000	ATK	165	DEF	2000
----	-------	-----	-----	-----	------

WEAK	NONE
------	------

STATS VS PARTY

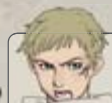
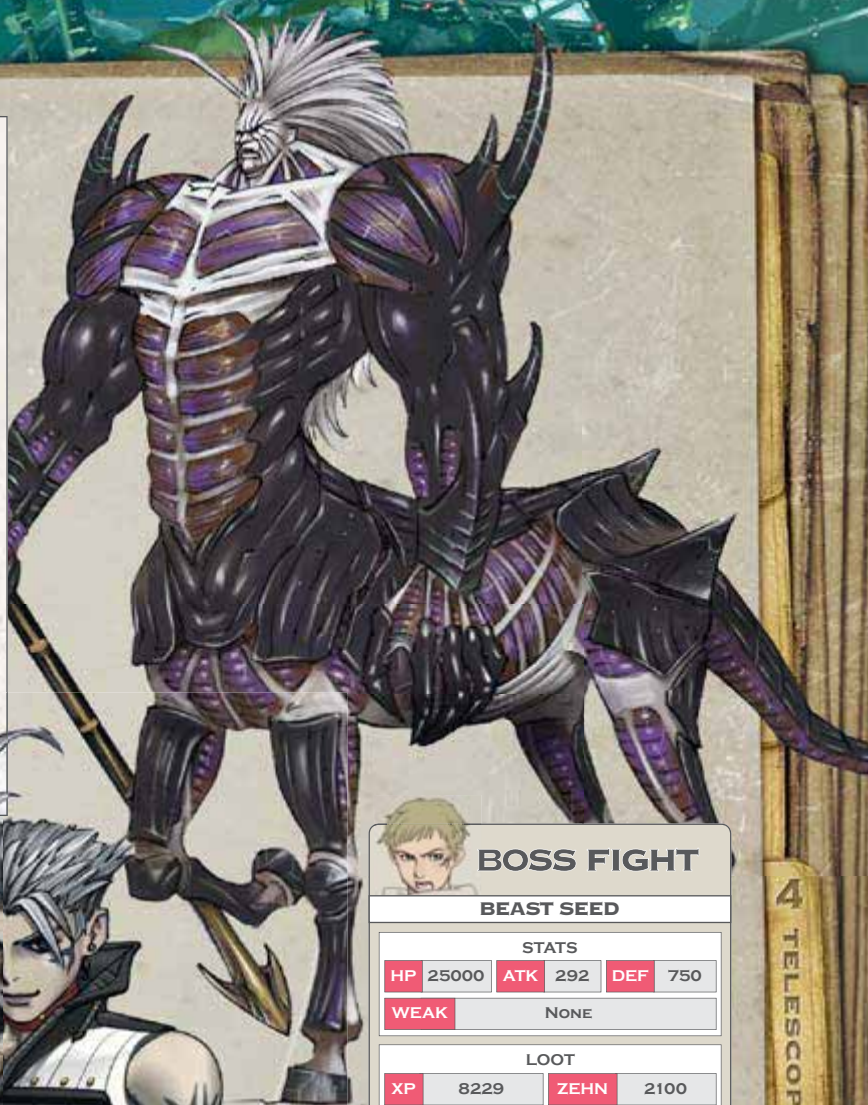
HP	20000	ATK	282	DEF	2000
----	-------	-----	-----	-----	------

WEAK	NONE
------	------

LOOT

XP	NONE	ZEHN	NONE
----	------	------	------

ITEMS	NONE
-------	------



BOSS FIGHT

BEAST SEED

STATS

HP	25000	ATK	292	DEF	750
----	-------	-----	-----	-----	-----

WEAK	NONE
------	------

LOOT

XP	8229	ZEHN	2100
----	------	------	------

ITEMS	BRAVE SYMBOL x2, PERFECT REVIVER
-------	-------------------------------------

Boss Strategy

Now this is the real deal. You must win here. In the first half the fight, you'll have Jaster, Kisala, and Zegram on your team. Pull out all the stops by using Illusion Sword, Drunken Burst, and a Strength Star. That should be enough to finish the first half of the battle.



The second half is a little trickier because Jaster is now going it alone. Be very careful here, as Beast Seed (9-3 Mark) can easily do 600 damage or more per hit. Always make sure to fully restore your HP if you take a hit. Use Illusion Sword and a Strength Star to enhance Jaster's Attack, and finally bring an end to this series of battles.



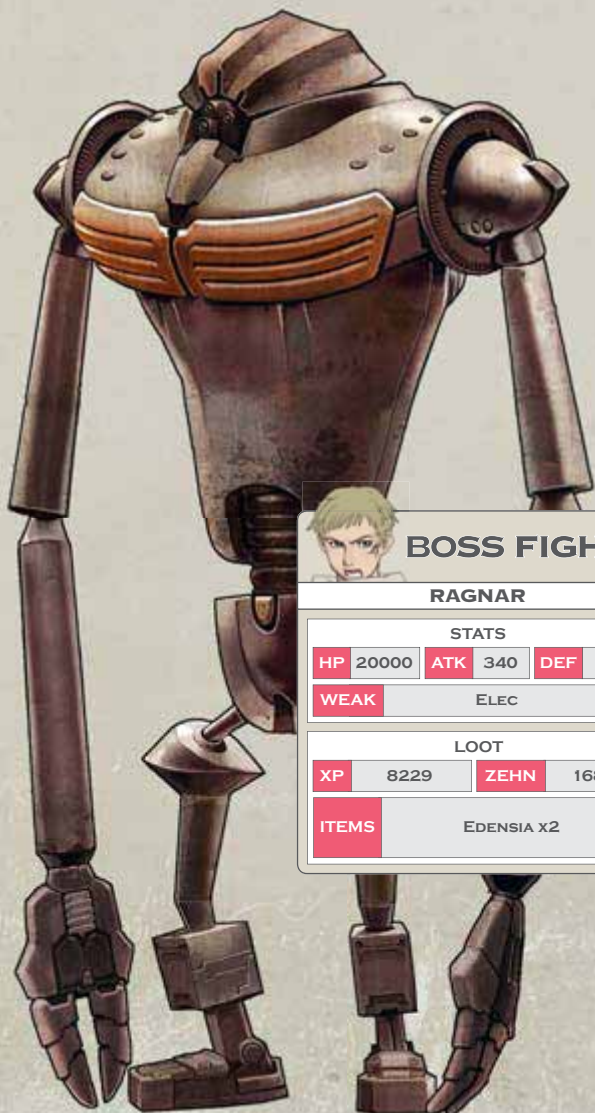
CHAPTER 9 – MYSTERY OF EDEN


With everything settled down, it's time to head into the Labyrinth. Despite the name, the Labyrinth is a fairly linear dungeon.

While you're wandering about, watch out for Dark Spirits. A group of them can cause you some serious problems, because they can easily kill all of your characters before you have a chance to open the menu. They have really high-powered attacks, which can also cause Confusion.

To make them easier to defeat, use some attack abilities like Jaster's Desert Wind to whittle down their HP, then kill them with normal attacks.

You won't be too far inside the Labyrinth before you come across an ancient robot. Naturally, it wants to pick a fight with you.





BOSS FIGHT

RAGNAR

STATS			
HP	20000	ATK	340
DEF	800		
WEAK		ELEC	

LOOT			
XP	8229	ZEHN	1680
ITEMS		EDENSIA x2	

Boss Strategy

This fight is only difficult to deal with if you don't take care of Ragnar (9-4 Mark, p.126) quickly. This machine has several defensive attacks which'll allow him keep your characters away from him, which consequently slows the battle down. Equip the Earthshaker on Jaster and use the usual combination of Illusion Sword and a Strength Star. You'll be shocked at how fast its HP bar will deplete.



The quest now is to find a circuit to repair the robot, and that's hidden very deep inside the Labyrinth. You'll just have to push forward. A little further inside, right beside the next save point you come across, you'll find a vendor wandering around. By now you're probably starving for some healing items, so buy as much as you can hold here.



LABYRINTH VENDOR

VENDOR: SLYMAN

TYPE	NAME	REQ.	AMT.	PRICE
Recovery	Heal Potion	-	Inf.	50
Recovery	Max Heal	-	Inf.	150
Recovery	Tri-Heal	-	Inf.	80
Recovery	Tri-Charge	-	Inf.	120
Recovery	Resurrection	-	Inf.	200
Recovery	Tri-Resurrection	-	5	500
Guard	Freeze Shield	-	1	500
Battle	Attack Seal	F	5	300
Crystal	Lapis Lazuli	-	5	400
Crystal	Stella Crystal	P	1	700

Past the vendor is a door that leads into a room full of ancient text. You'll see a cutscene here.

After a long walk, you'll finally arrive at a Transporter near the star mark on your mini-map. Save the game, as a rather difficult boss fight is coming up.



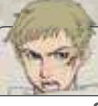
Boss Strategy

The Sand Kraken (9-5 Mark, p.126) is very tough. All of its attacks have a chance of poisoning you, and will do quite a lot of damage in the process. You won't be able to damage the Sand Kraken directly unless you defeat all six of its legs. You can see which ones are still healthy against those that are injured because the injured ones will be a darker shade than all the others.

Once all six legs have been injured, the Sand Kraken will bury itself in the ground. You can then climb its shell to attack its only vulnerable point. You should try and damage it as fast as you possibly can, because after a certain amount of time has expired, the Sand Kraken will regenerate its legs and you'll have to do all that work all over again.



After the battle, you'll obtain the Ancient Circuit. From here, simply use the transporter to head back to the robot and fix him. If you want to hang around inside the Labyrinth some more to earn a few kills and collect items from enemies, then walking back is a good idea.



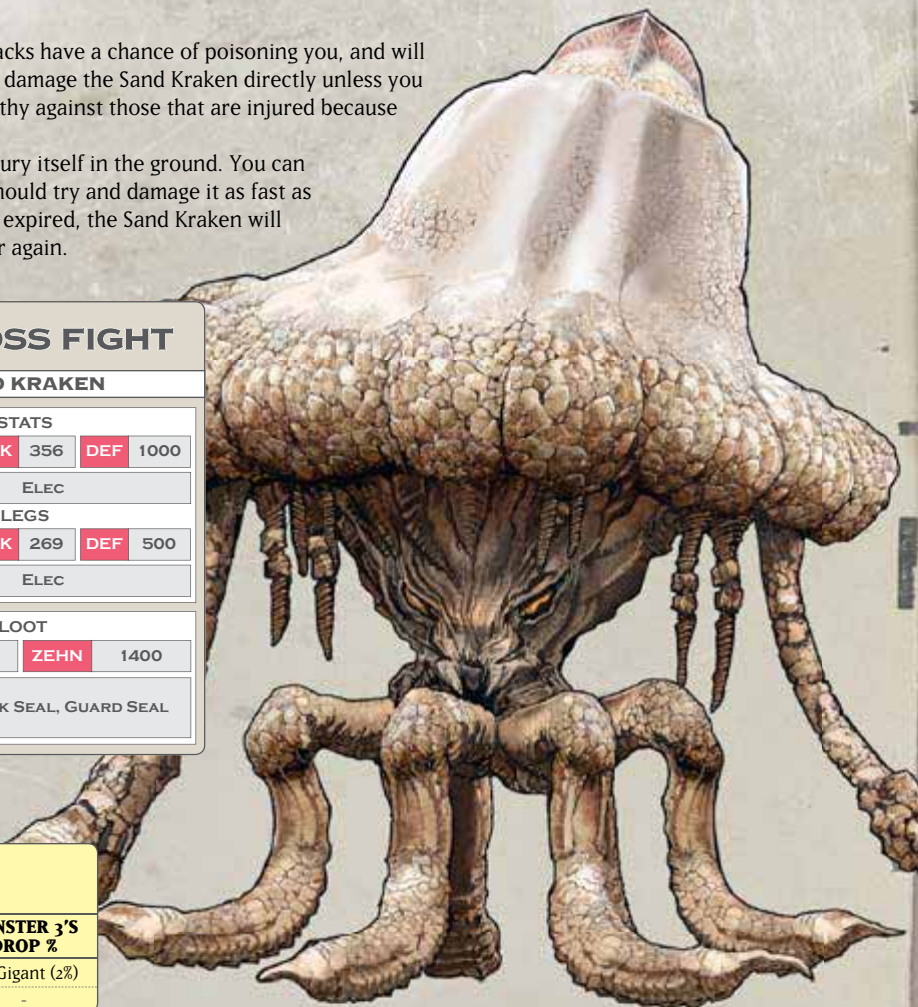
BOSS FIGHT

SAND KRAKEN

STATS			
HP	26250	ATK	356
DEF	1000		
WEAK ELEC			

LEGS			
HP	20000	ATK	269
DEF	500		
WEAK ELEC			

LOOT			
XP	8229	ZEHN	1400
ITEMS	ATTACK SEAL, GUARD SEAL		



RARE ITEMS

ITEM	MONSTER 1'S DROP %	MONSTER 2'S DROP %	MONSTER 3'S DROP %
Trumpet of Glory	Rolling Stone (10%)	Gold Mask (4%)	Wall Gigant (2%)
Plasma Burst Circuit	Panek (4%)	Wall Gigant (2%)	-

ENCOUNTER GROUPS TABLE

CHAPTER 9

Group Name	Total # Foes	# Species	# Monster A	# Monster B	# Monster C	# Monster D	# Monster E
Wall Gigant	3-5	2	Wall Gigant 1-4	Dark Spirit 0-4	Panek 0-4	King Mish 0-4	-
Rolling Stone	4-5	2	Rolling Stone 1-4	Dark Spirit 0-4	Panek 0-4	King Mish 0-4	-
Cone Sheep	3-5	2	Cone Sheep 1-4	Dark Spirit 0-4	Arthur 0-4	Ancient Duke 0-4	-
Wall Gigant Group	3-5	1	Wall Gigant 3-5	-	-	-	-
Death Mask Group	4-5	1	Death Mask 4-5	-	-	-	-
Gold Mask Group	4-5	1	Gold Mask 4-5	-	-	-	-
Dark Spirit Group	4-5	1	Dark Spirit 4-5	-	-	-	-
Panek Group	4-5	1	Panek Group 4-5	-	-	-	-
King Mish Group	4-5	1	King Mish 4-5	-	-	-	-
Arthur Group	3-5	1	Arthur 3-5	-	-	-	-
Big Enemy Combo	4-5	2	Wall Gigant 2-4	Cone Sheep 2-4	-	-	-
Mask Combo	4-5	2	Death Mask 2-4	Gold Mask 2-4	-	-	-
Wall Gigant Trio	3-5	3	Wall Gigant 1-4	Death Mask 1-3	Gold Mask 1-3	-	-
Cone Sheep Trio	3-5	3	Cone Sheep 1-4	Ancient Duke 1-3	Panek 1-3	-	-

■ High Chance of Appearing

CHAPTER 9 – MYSTERY OF EDEN

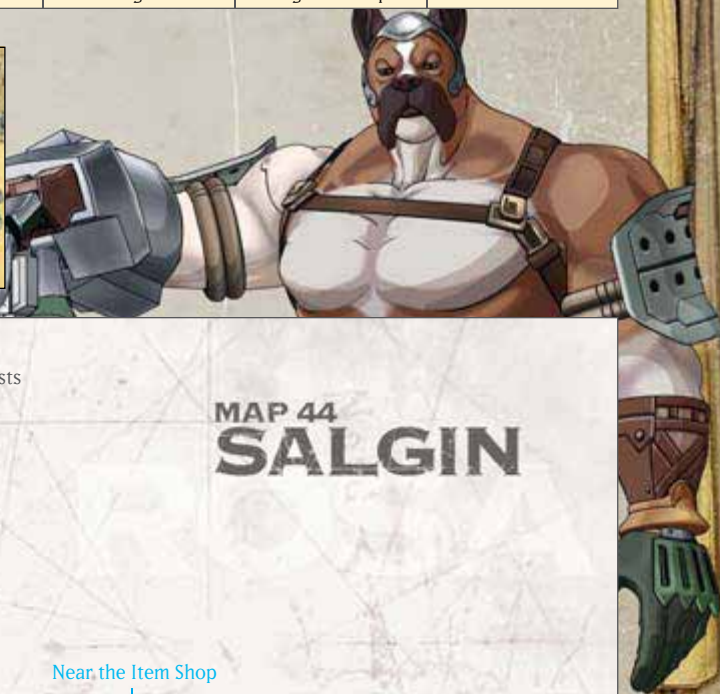
LABYRINTH
RANDOM ENCOUNTERS TABLE

MAXIMUM CHARACTER LEVEL FOR CHALLENGE BATTLES: 56

Location	Time	Rate	Group A	Group B	Group C	Group D	Group E
Maze of Temptation Pathways	-	Normal	Rolling Stone A	Death Mask Group	Mask Combo	Dark Spirit Group	-
Maze of Temptation Rooms	-	Normal	Rolling Stone A	Gold Mask Group	Mask Combo	Dark Spirit Group	Panek Group
Maze of Chaos Pathways	-	Normal	Wall Gigant A	Wall Gigant Group	Wall Gigant Trio	Panek Group	Big Enemy Combo
Maze of Chaos Rooms	-	Normal	Wall Gigant A	Wall Gigant Group	Wall Gigant Trio	Panek Group	Big Enemy Combo
Maze of Decision Pathways	-	Normal	Wall Gigant A	Cone Sheep A	Cone Sheep Trio	Wall Gigant Group	Big Enemy Combo
Maze of Decision Rooms	-	Normal	Wall Gigant A	Cone Sheep A	Cone Sheep Trio	Arthur Group	Big Enemy Combo
Ragnar's Room	After Ch. 9	Normal	Big Enemy Combo	Wall Gigant A	Cone Sheep Trio	King Mish Group	-
Chamber of Ancient Text	After Ch. 9	Normal	Big Enemy Combo	Wall Gigant A	Cone Sheep Trio	King Mish Group	-
Boss Room	After Ch. 9	Normal	Big Enemy Combo	Wall Gigant A	Wall Gigant Trio	King Mish Group	-

Use the Ancient Circuit at the Thinking Circle (9-6 Mark, p.126) to repair the robot. After a bunch of cutscenes, you'll be back on the Dorgenark.

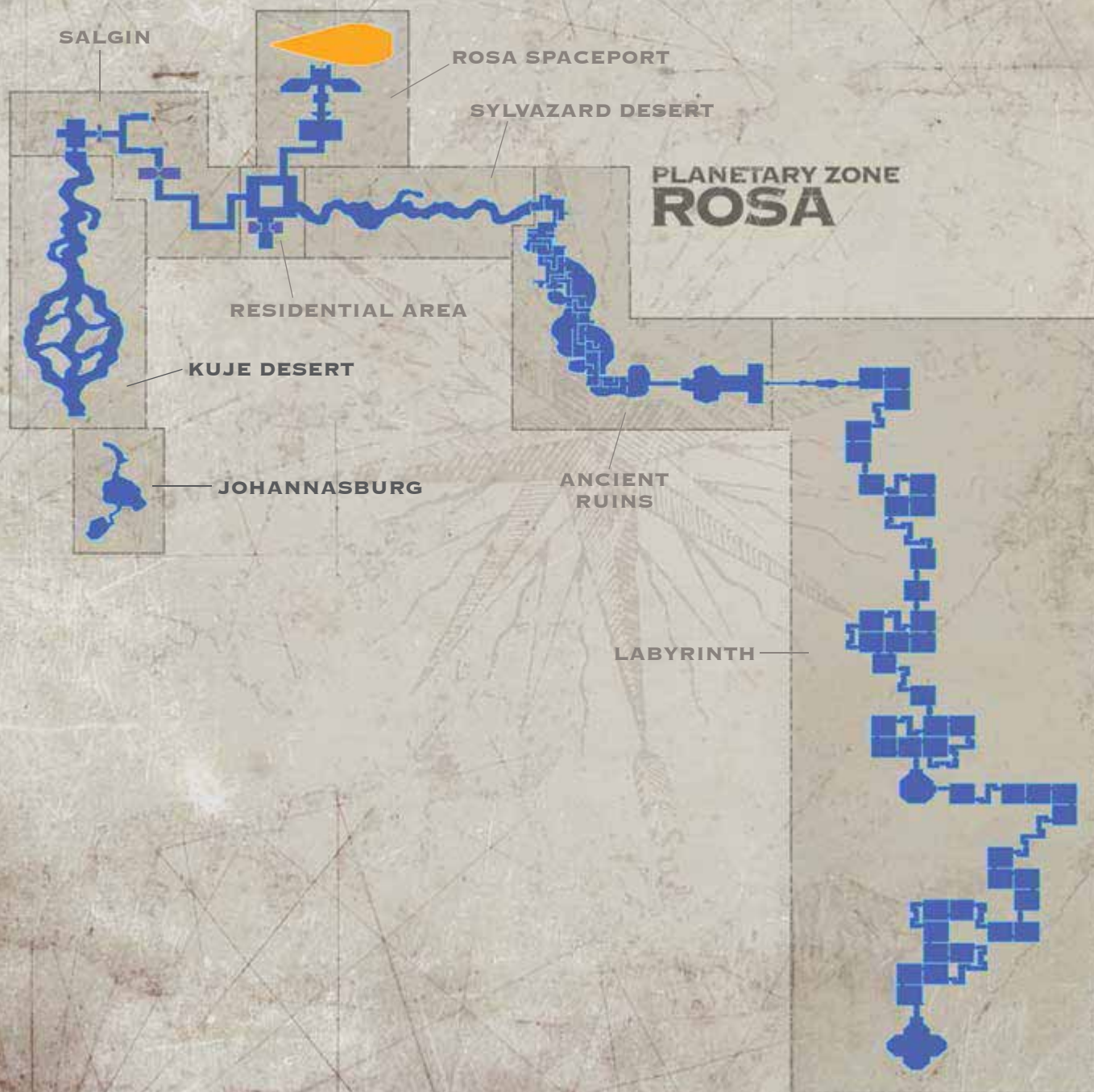
From there, transport down to the Church in Salgin and approach its western gate (9-7 Mark).





CHAPTER 10

THE ILLUSORY OASIS



CHAPTER 10 – THE ILLUSORY OASIS

WALKTHROUGH - CAPTAIN'S LOG

HUNTERS TABLE

ENCOUNTER GROUPS

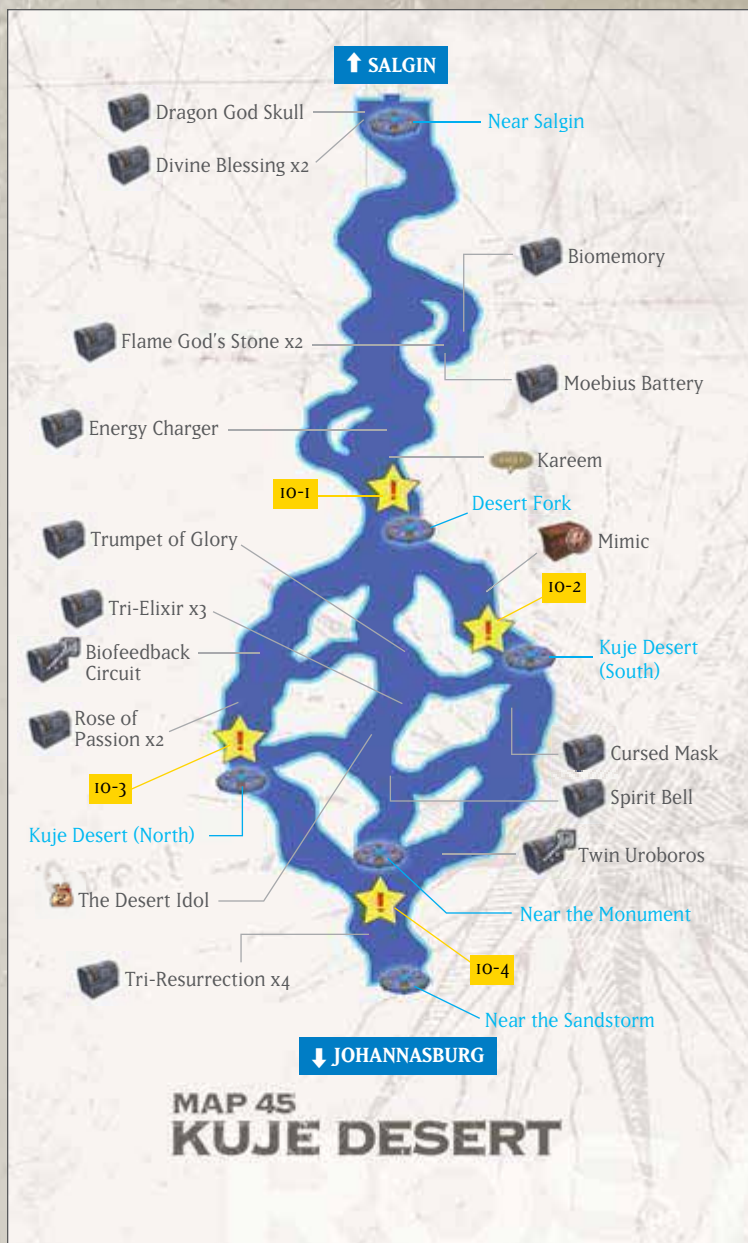
ID	Name	HP	Barrier	Weakness	Kill	Points
1	Baphu	101	-	Fire, Holy	30	1200
2	Dragonfly	90	-	Wind	25	900
3	Sand Tortoise	280	Shield	Elec	30	1200
4	Mish	126	-	Ice	30	950
5	Cactulus	252	-	Fire	20	800
6	Statue Dog	140	-	Fire	30	900
7	Gold Child	280	-	Elec	25	1000
58	Scorpion	2300	-	Ice	30	800
59	Vulture	2200	-	Ice	20	900
60	Killer Mish	2400	-	Fire	30	1100
61	Worm	2000	-	Ice	20	850
62	Shisa	2450	-	Wind	30	1200
63	Lord Bee	1800	-	Wind	35	1100
64	Living Lava	2700	Jump	Ice	20	2600
65	Black Horn	2500	-	-	20	2050
107	Wall Gigant	4500	Jump	Elec	20	1300
108	Dark Spirit	4250	-	Holy	30	1000
109	Rolling Stone	4250	-	-	20	950
110	Cone Sheep	4500	-	Fire	20	1300
111	Panek	4500	Barrier	Elec	20	1150
112	Killer Stinger	4250	Barrier	-	30	1950
113	King Mish	4500	-	-	30	1200
114	Arthur	4300	-	-	30	2450
115	Ancient Duke	4500	-	-	25	2600
116	Flame Tortoise	4320	Shield	Ice	30	1200
117	Jarvil	4500	-	Ice	25	1000
118	Pad Worm	4500	-	Elec	30	1300
119	Hill Giant	5280	Jump	Ice	20	1750
120	Stone Worm	4560	-	-	30	1250
121	Yellowfly	4200	-	Wind	25	1400
122	Death Skeletar	4704	-	Holy	30	1500
123	Dark Vulture	4800	-	Wind	20	1400
124	Fire Doll	4320	-	Ice	30	1250
125	Death Mask	4250	-	Holy	30	2000
126	Gold Mask	4400	-	Holy	30	2200

☐ Salgin Encounters ☒ Sylvazard Desert, Rosa Ruins Encounters
☒ Labyrinth Encounters ☒ Kuje Desert, Johannesburg Encounters

STAR CHART

SCENARIO FLOWCHART

- 10-1 Maze Entrance: Give the old man some water.
 10-2 South Fork: Take the collapsed man's bag of coins.
 10-3 North Fork: Suck the poison out of the girl's snake bite.
 10-4 Stone Memorial: Give the bag of coins to the woman.
 10-5 Go to Johannesburg's central plaza.
 10-6 **Boss Fight:** Johanna



Starting at the gate near the church in Salgin, follow the desert path. You'll run into Miyoko and Chie for one last time.

Further along, you'll come to a wandering merchant by the side of the road. Be sure to stop here, because you can buy Roses of Passion, which are needed to unlock the third level of Jaster's Desert Wind.





KUJE DESERT TRAVELLING VENDOR

VENDOR: KAREEM

TYPE	NAME	REQ.	AMT.	PRICE
Recovery	Heal Potion		Inf.	50
Recovery	Tri-Heal		Inf.	80
Recovery	Tri-Charge		Inf.	120
Recovery	Resurrection		Inf.	200
Recovery	Antidote		Inf.	100
Battle	Guard Seal	F	5	300
Guard	Thunder Shield		2	1000
Field	Stealth Pills		5	200
Mech	Walkie-Talkie		3	200
Crystal	Firestone		3	600
Revelation	Rose of Passion		2	200
Food	Pirate's Grog		5	250
Steve/Main/I3	Murderous Arms		2	10000

For future reference, in the rest of this chapter, when we discuss the cardinal directions, we're referring to the directions given by the game's map. North is left on the map for Rosa.



Just before the first save point, an old man will ask you for water (10-1 Mark, p.131). Say "Yes" to give him some.

You'll soon come to a fork in the path that splits in three directions. Go south and follow the road until you reach a man who's collapsed in the sand (10-2 Mark, p.131). Take the bag of coins that's by his side.



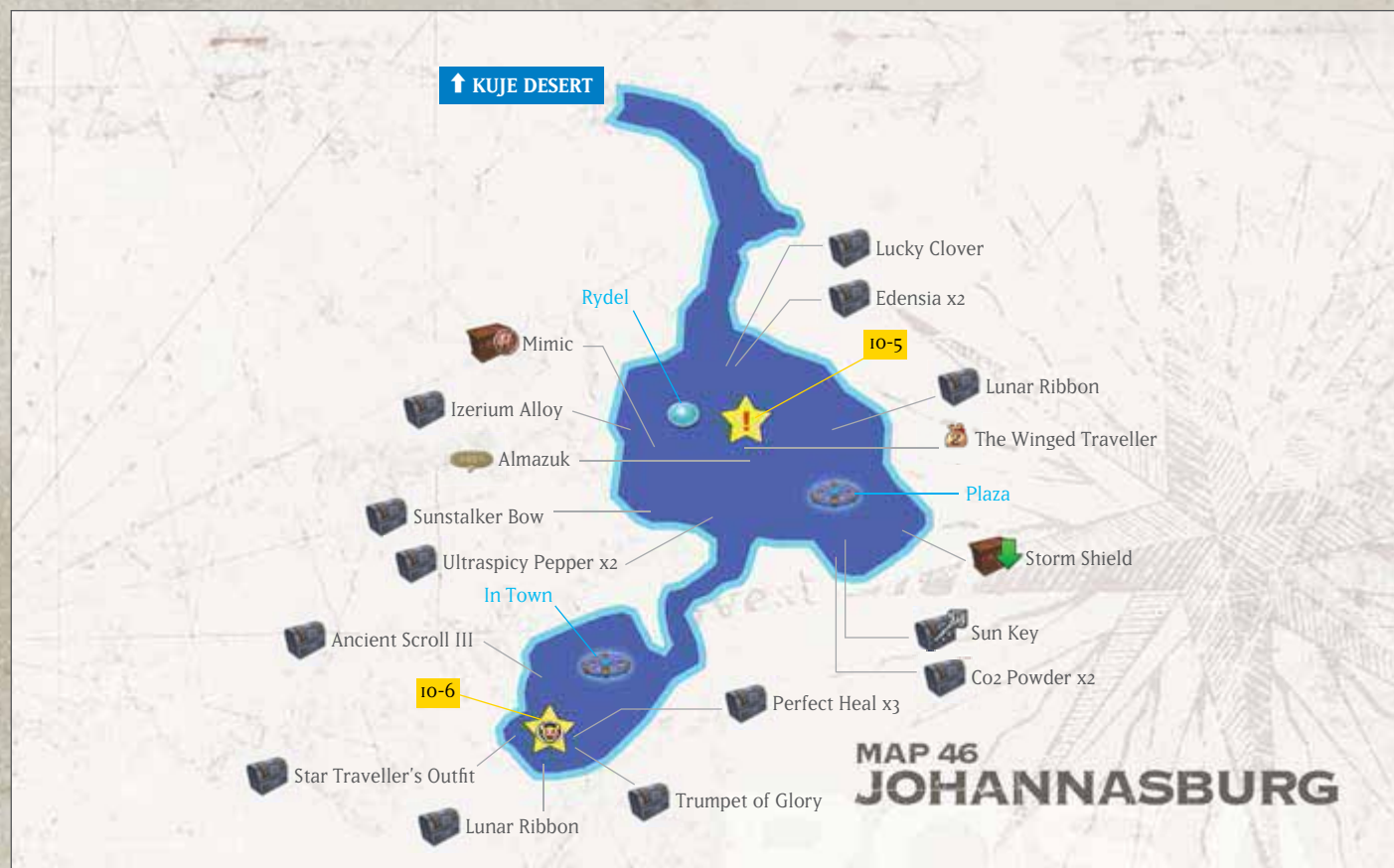
Make your way to the far north fork, and travel west. You'll come across a girl who's been bitten by a poisonous snake (10-3 Mark, p.131). Suck out the poison.



Keep heading west, and you'll reach a point where all the paths will join back into one road. A woman is here asking about her husband, whom you saw earlier; he's the guy who's collapsed in the desert (10-4 Mark, p.131). Tell her that you saw him and that he was not well, then give her the bag of coins you had picked up.



Continue further on and you'll arrive in Johannesburg.



CHAPTER 10 – THE ILLUSORY OASIS

After arriving in Johannesburg, you should head for the central plaza in town (10-5 Mark, p.132), where you'll meet an old man. He will take you to his house, which will advance the story a little more.

Before leaving, check the treasure chest right next to you. You'll need the Star Key to open it, but the chest contains the Sun Key. Now you can open all the treasure chests in the game.



You should also stop by the merchant here. He sells the Trumpet of Glory and Ancient Scroll III, both of which are handy to have for the Revelation Flow.



JOHANNASBURG TOWN VENDOR

VENDOR: ALMAZUK

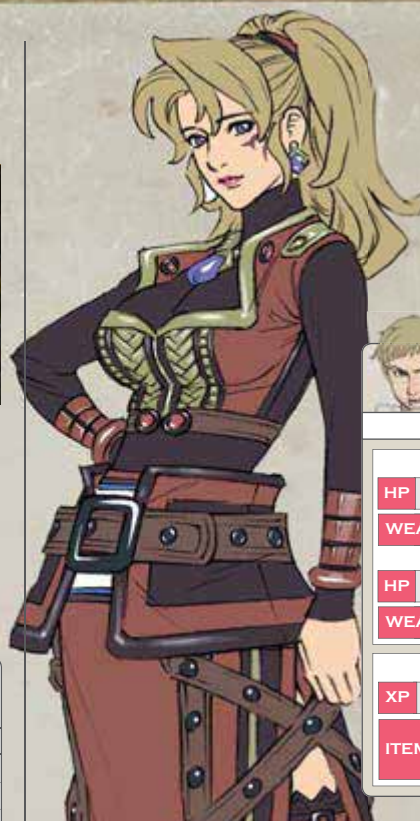
TYPE	NAME	REQ.	AMT.	PRICE
Recovery	Heal Potion	-	Inf.	50
Recovery	Tri-Heal	-	Inf.	80
Recovery	Perfect Heal	-	10	300
Recovery	Recharge Drink	-	Inf.	70
Recovery	Tri-Charge	-	Inf.	120
Recovery	Elixir	-	10	250
Recovery	Resurrection	-	Inf.	200
Fusion	Hyper Crystal	-	5	2800
Fusion	Omega Star	-	10	2800
Crystal	Stella Crystal	-	3	700
Revelation	Trumpet of Glory	-	2	200
Scroll	Ancient Scroll III	-	4	7500

Make your way due west along the narrow path to find the last save point on Rosa. If you've visited all the others, touching this one will reveal the entire map, as well as any and all treasure chests that you've missed.

Enter the nearby house and you'll meet Johanna, who will challenge Jaster to a duel.

Boss Strategy

Johanna (10-6 Mark, p.132) can be rather easy to deal with if you follow a couple of simple rules. If you see her winding up for an attack, just run. Most of her attacks still inflict a lot of damage even if you manage to block them. If Johanna sits still for a moment, go on the offensive. Eventually she'll start summoning clones. As long as you keep circling around them and don't stop to block, all of her attacks will miss you. If she does hit you, get yourself back to full HP as fast as possible.



BOSS FIGHT

JOHANNA

STATS

HP 19510 ATK 67 DEF 1000

WEAK NONE

STATS CLONE

HP 2000 ATK 67 DEF 200

WEAK NONE

LOOT

XP 13275 ZEHN NONE

ITEMS STEALING SUNSPHERE, LUCKY CLOVER, PERFECT REVIVER



After the battle, you'll appear back at the Kuje Desert. Now is a good time to do any last minute monster hunting before the big event.

When you're ready, head on over to the Great Tablet and place the Eternal Keyplate in its place.



RARE ITEMS

ITEM	MONSTER 1'S DROP %	MONSTER 2'S DROP %	MONSTER 3'S DROP %
Trumpet of Glory	Jarvil (10%)	Gold Mask (4%)	Wall Gigant (2%)
Plasma Burst Circuit	Wall Gigant (2%)	-	-
Nebuladon Egg	Dark Vulture (10%)	Flame Tortoise (2%)	-
Rose of Passion	Fire Doll (3%)	Flame Tortoise (2%)	-
Lucky Clover	Flame Tortoise (2%)	Fire Doll (2%)	-
Medusa's Locks	Pad Worm (4%)	Stone Worm (4%)	-

Finally, when you return to the Dorgenark, either talk to Dorgengoa or take the helm to go to the next chapter.



ENCOUNTER GROUPS TABLE

CHAPTER 9

Group Name	Total # Foes	# Species	# Monster A	# Monster B	# Monster C	# Monster D	# Monster E
Baphu A	3-5	2	Baphu 1-4	Dragonfly 0-4	Mish 0-4	Cactulus 0-4	Statue Dog 0-4
Sand Tortoise A	3-5	2	Sand Tortoise 1-4	Dragonfly 0-4	Mish 0-4	Cactulus 0-4	Gold Child 0-4
Shisa A	3-5	2	Shisa 1-4	Killer Mish 0-4	Lord Bee 0-4	Scorpion 0-4	-
Living Lava A	3-5	2	Living Lava 1-4	Killer Mish 0-4	Lord Bee 0-4	Scorpion 0-4	Worm 0-4
Living Lava B	3-5	2	Living Lava 1-4	Killer Mish 0-4	Lord Bee 0-4	Scorpion 0-4	-
Black Horn A	3-5	2	Black Horn 1-4	Killer Mish 0-4	Lord Bee 0-4	Scorpion 0-4	Worm 0-4
Wall Gigant A	3-5	2	Wall Gigant 1-4	Dark Spirit 0-4	Panek 0-4	King Mish 0-4	-
Rolling Stone A	4-5	2	Rolling Stone 1-4	Dark Spirit 0-4	Panek 0-4	King Mish 0-4	-
Cone Sheep A	3-5	2	Cone Sheep 1-4	Dark Spirit 0-4	Arthur 0-4	Ancient Duke 0-4	-
Flame Tortoise A	4-5	2	Flame Tortoise 1-4	Pad Worm 0-4	Yellowfly 0-4	Stone Worm 0-4	-
Jarvil A	4-5	2	Jarvil 1-4	Pad Worm 0-4	Yellowfly 0-4	Stone Worm 0-4	-
Hill Giant A	3-5	2	Hill Giant 1-4	Pad Worm 0-4	Yellowfly 0-4	Stone Worm 0-4	-
Death Skeletar A	4-5	2	Death Skeletar 1-4	Pad Worm 0-4	Yellowfly 0-4	Stone Worm 0-4	-
Fire Doll A	4-5	2	Fire Doll 1-4	Dark Vulture 0-4	Death Mask 0-4	Gold Mask 0-4	-
Wall Gigant B	3-5	2	Wall Gigant 1-4	Dark Vulture 0-4	Death Mask 0-4	Gold Mask 0-4	-
Dark Vulture A	4-5	2	Dark Vulture 1-4	Death Mask 0-4	Gold Mask 0-4	-	-
Jarvil B	4-5	2	Jarvil 1-4	Dark Vulture 0-4	Death Mask 0-4	Gold Mask 0-4	-
Baphu Group	3-4	1	Baphu 3-4	-	-	-	-
Sand Tortoise Group	3-4	1	Sand Tortoise 3-4	-	-	-	-
Dragonfly Group	3-5	1	Dragonfly 3-5	-	-	-	-
Statue Dog Group	4-5	1	Statue Dog 4-5	-	-	-	-
Mish Group	4-5	1	Mish 4-5	-	-	-	-
Cactulus Group	4-5	1	Cactulus 4-5	-	-	-	-
Gold Child Group	4-5	1	Gold Child 4-5	-	-	-	-
Scorpion Group	4-5	1	Scorpion 4-5	-	-	-	-
Vulture Group	4-5	1	Vulture 4-5	-	-	-	-
Killer Mish Group	4-5	1	Killer Mish 4-5	-	-	-	-
Black Horn Group	3-4	1	Black Horn 3-4	-	-	-	-
Lord Bee Group	4-5	1	Lord Bee 4-5	-	-	-	-
Shisa Group	4-5	1	Shisa 4-5	-	-	-	-
Wall Gigant Group	3-5	1	Wall Gigant 3-5	-	-	-	-
Death Mask Group	4-5	1	Death Mask 4-5	-	-	-	-
Gold Mask Group	4-5	1	Gold Mask 4-5	-	-	-	-
Dark Spirit Group	4-5	1	Dark Spirit 4-5	-	-	-	-
Panek Group	4-5	1	Panek Group 4-5	-	-	-	-
King Mish Group	4-5	1	King Mish 4-5	-	-	-	-
Arthur Group	3-5	1	Arthur 3-5	-	-	-	-
Death Skeletar Group	4-5	1	Death Skeletar 4-5	-	-	-	-
Flame Tortoise Group	4-5	1	Flame Tortoise 4-5	-	-	-	-
Jarvil Group	4-5	1	Jarvil 4-5	-	-	-	-
Pad Worm Group	4-5	1	Pad Worm 4-5	-	-	-	-
Hill Giant Group	3-5	1	Hill Giant 3-5	-	-	-	-
Fire Doll Group	4-5	1	Fire Doll 4-5	-	-	-	-
Big Enemy Combo A	4-5	2	Baphu 2-4	Sand Tortoise 2-3	-	-	-
Baphu Trio	3-5	3	Baphu 1-3	Dragonfly 1-2	Mish 1-2	-	-
Tortoise Trio	3-5	3	Sand Tortoise 1-3	Cactulus 1-2	Gold Child 1-2	-	-

□ Salgin Encounters ■ Sylvazard Desert & Ruins Encounters ■ Labyrinth Encounters ■ Kujie Desert & Johannesburg Encounters ■ High Chance of Appearing

CHAPTER 10 – THE ILLUSORY OASIS

ENCOUNTER GROUPS TABLE (CONT.)

CHAPTER 10

Group Name	Total # Foes	# Species	# Monster A	# Monster B	# Monster C	# Monster D	# Monster E
Shisa Combo	4-5	2	Shisa 2-4	Living Lava 2-4	-	-	-
Shisa Trio	4-5	3	Shisa 1-3	Killer Mish 1-4	Lord Bee 1-4	-	-
Big Enemy Combo B	4-5	2	Wall Gigant 2-4	Cone Sheep 2-4	-	-	-
Mask Combo	4-5	2	Death Mask 2-4	Gold Mask 2-4	-	-	-
Wall Gigant Trio	3-5	3	Wall Gigant 1-4	Death Mask 1-3	Gold Mask 1-3	-	-
Cone Sheep Trio	3-5	3	Cone Sheep 1-4	Ancient Duke 1-3	Panek 1-3	-	-
Tortoise Combo	4-5	2	Flame Tortoise 2-4	Death Skeletar 2-4	-	-	-
Big Enemy Combo C	4-5	2	Flame Tortoise 2-4	Hill Giant 2-4	-	-	-
Color Combo	4-5	2	Pad Worm 2-4	Yellow Fly 2-4	-	-	-
Worm Combo	4-5	2	Pad Worm 2-4	Stone Worm 2-4	-	-	-
Hill Giant Trio	3-5	3	Hill Giant 1-4	Jarvil 2-4	-	-	-

■ Sylvazard Desert & Ruins Encounters ■ Labyrinth Encounters ■ Kuje Desert & Johannesburg Encounters ■ High Chance of Appearing

RANDOM ENCOUNTERS TABLE

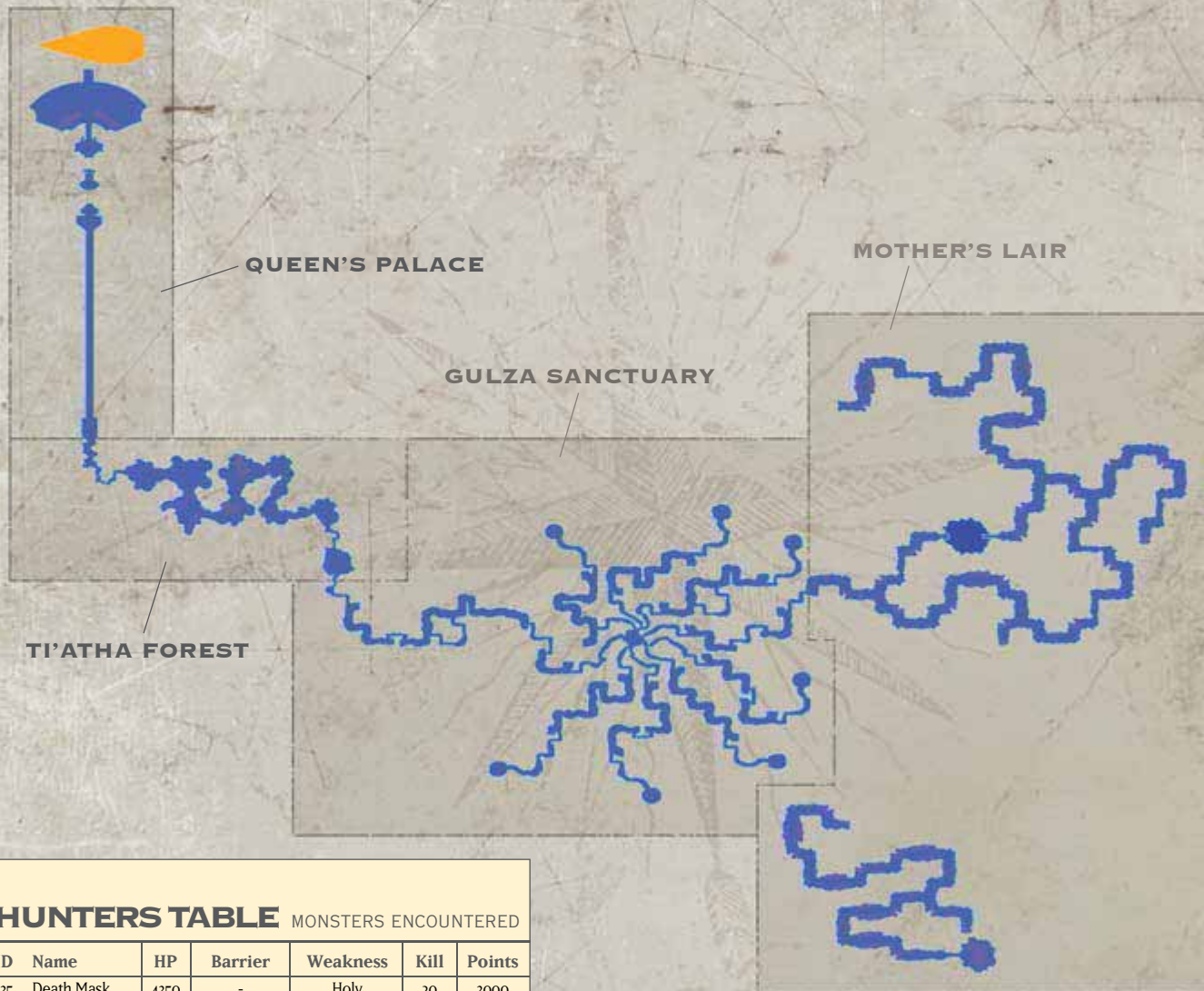
MAXIMUM CHARACTER LEVEL FOR CHALLENGE BATTLES: 58

Location	Time	Rate	Group A	Group B	Group C	Group D	Group E
Salgin: Near the Church	-	Low	Baphu A	Baphu Trio	Cactulus Group	Mish Group	Death Skeletar Group
Salgin: Path Beginning	-	Low	Baphu A	Baphu Group	Dragonfly Group	Mish Group	Shisa A
Salgin: Path Midpoint	-	Low	Sand Tortoise A	Sand Tortoise Group	Big Enemy Combo A	Gold Child Group	Living Lava Group
Salgin: Path Endpoint	-	Low	Baphu A	Sand Tortoise A	Big Enemy Combo A	Baphu Trio	Tortoise Trio
Salgin: Path: Eastern Gate	-	Low	Baphu Trio	Tortoise Trio	Mish Group	Statue Dog Group	Vulture Group
Salgin: Residential Area: Plaza	-	Low	Baphu Trio	Tortoise Trio	Baphu A	Mish Group	Gold Child Group
Sylvazard Desert: Midpoint	-	Normal	Shisa A	Living Lava A	Black Horn A	Scorpion Group	-
Sylvazard Desert: Endpoint	-	Normal	Shisa Group	Shisa A	Living Lava A	Vulture Group	-
Rosa Ruins: Ruins	-	Normal	Shisa A	Living Lava B	Shisa Group	Killer Mish Group	Shisa Trio
Rosa Ruins: Endpoint	-	Normal	Shisa Combo	Vulture Group	Lord Bee Group	Living Lava Group	-
Rosa Ruins: Ruins: Outside	-	Normal	Black Horn A	Scorpion Group	Lord Bee Group	Black Horn Group	-
Rizahna Ruins: On the Great Tablet	-	Normal	Living Lava A	Shisa Trio	Lord Bee Group	-	-
Rizahna Ruins: Near the Great Tablet	-	Normal	Living Lava A	Living Lava Group	Killer Mish Group	Scorpion Group	Vulture Group
Labyrinth: Maze of Temptation Pathways	-	Normal	Rolling Stone A	Death Mask Group	Mask Combo	Dark Spirit Group	-
Labyrinth: Maze of Temptation Rooms	-	Normal	Rolling Stone A	Gold Mask Group	Mask Combo	Dark Spirit Group	Panek Group
Labyrinth: Maze of Chaos Pathways	-	Normal	Wall Gigant A	Wall Gigant Group	Wall Gigant Trio	Panek Group	Big Enemy Combo B
Labyrinth: Maze of Chaos Rooms	-	Normal	Wall Gigant A	Wall Gigant Group	Wall Gigant Trio	Panek Group	Big Enemy Combo B
Labyrinth: Maze of Decision Pathways	-	Normal	Wall Gigant A	Cone Sheep A	Cone Sheep Trio	Wall Gigant Group	Big Enemy Combo B
Labyrinth: Maze of Decision Rooms	-	Normal	Wall Gigant A	Cone Sheep A	Cone Sheep Trio	Arthur Group	Big Enemy Combo B
Labyrinth: Ragnar's Room	-	Normal	Big Enemy Combo B	Wall Gigant A	Cone Sheep Trio	King Mish Group	-
Labyrinth: Chamber of Ancient Text	-	Normal	Big Enemy Combo B	Wall Gigant A	Cone Sheep Trio	King Mish Group	-
Labyrinth: Boss Room	-	Normal	Big Enemy Combo B	Wall Gigant A	Wall Gigant Trio	King Mish Group	-
Kuje Desert	-	Normal	Flame Tortoise A	Flame Tortoise Group	Pad Worm Group	Worm Combo	Jarvil Group
Kuje Desert: Maze: Northern Desert	-	Normal	Flame Tortoise A	Jarvil A	Hill Giant A	Color Combo	Hill Giant Group
Kuje Desert: Maze: Central Desert	-	Normal	Death Skeletar A	Jarvil A	Pad Worm Group	Death Skeletar Group	Jarvil Group
Kuje Desert: Maze: Southern Desert	-	Normal	Flame Tortoise A	Jarvil A	Hill Giant A	Death Skeletar Group	Tortoise Combo
Kuje Desert: Endpoint	-	Normal	Death Skeletar A	Flame Tortoise Group	Pad Worm Group	Big Enemy Combo C	Hill Giant Trio
Johannsburg: Plaza Near Entrance	-	Normal	Dark Vulture A	Wall Gigant B	Jarvil B	Jarvil B	-
Johannsburg: Plaza Within Village	-	Normal	Dark Vulture A	Fire Doll A	Fire Doll Group	-	-
Johannsburg: Near Johanna's House	-	Normal	Dark Vulture A	Fire Doll A	Fire Doll Group	-	-
Johannsburg: Path (Including Bridge)	-	Normal	Dark Vulture A	Wall Gigant B	Jarvil B	Wall Gigant Group	-



CHAPTER 11

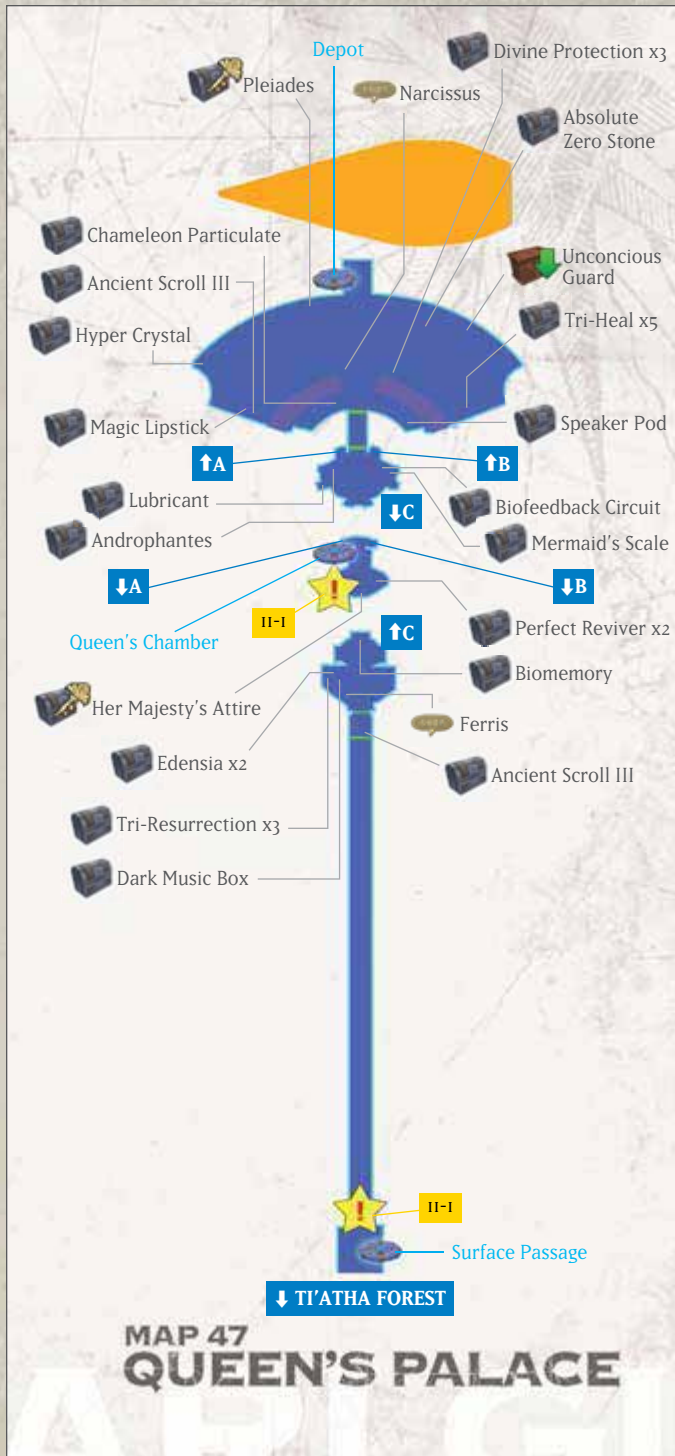
LEGENDARY PLANET



HUNTERS TABLE MONSTERS ENCOUNTERED

ID	Name	HP	Barrier	Weakness	Kill	Points
125	Death Mask	4250	-	Holy	30	2000
126	Gold Mask	4400	-	Holy	30	2200
127	Monkey	4160	-	Fire	30	1200
128	Flammy	4680	-	Elec	30	1800
129	Clumpy Jr.	4940	-	Fire, Ice	30	2500
130	Water Wurm	5720	-	Fire, Holy	25	2800
131	Dark Condor	4680	-	Fire, Wind	30	2200
132	Aurora Slime	5200	-	Holy	30	1800
133	Silver Bee	4680	-	Elec, Wind	35	1700
134	Dark Ape	5200	-	Holy	25	2700
135	Babylo	5200	-	Holy	25	2800
136	Phantom	4680	Shield	Ice, Holy	30	2500

CHAPTER 11 – LEGENDARY PLANET



STAR CHART

SCENARIO FLOWCHART

- II-1 Start from the Queen's Chamber
 II-2 Cross the Castle's Bridge
 II-3 **Boss Fight:** Albioth

When you start out, you'll be in the Queen's Chamber (II-1 Mark). Check behind the throne to find a new outfit for Kisala, then head down the stairs into the castle.

Before heading south to meet Yuvan, go north to the depot, where you'll find a weapon salesman in the courtyard. This man has the best weapons that you can buy.



QUEEN'S PALACE WEAPON VENDOR

VENDOR: NARCISSUS

TYPE	NAME	REQ.	AMT.	PRICE
Jaster/Main/L3	Adamon Raiser	-	Inf.	10000
Jaster/Main/M1	Judgment Halo	-	2	6900
Kisala/Sub/G2	Enamel Roses	-	2	8500
Steve/Main/J2	Nebula Arms	-	5	8700
Steve/Sub/G3	Dread Dominion	-	3	11000
Simon/Main/I4	Weeping Nemesis	-	Inf.	12000
Simon/Sub/G3	Leopard Aim	-	5	8400
Simon/Sub/H2	Heavenly Vision	-	3	8700
Zegram/Sub/G3	Arachnitengu	-	5	11000
Lilika/Main/I4	Moonbeam Bow	-	Inf.	12000
Jupis/Main/J2	Total Genius	-	3	8900
Deego/Sub/G1	Galactic Buster	-	3	6900
Scroll	Ancient Scroll III	-	4	7500
Outfit	Swordsman's Gi	P	1	10000

Keep heading north to touch the save point, then head back into the castle. Take the elevator down, and to the south, you'll find an item vendor standing beside the passageway.

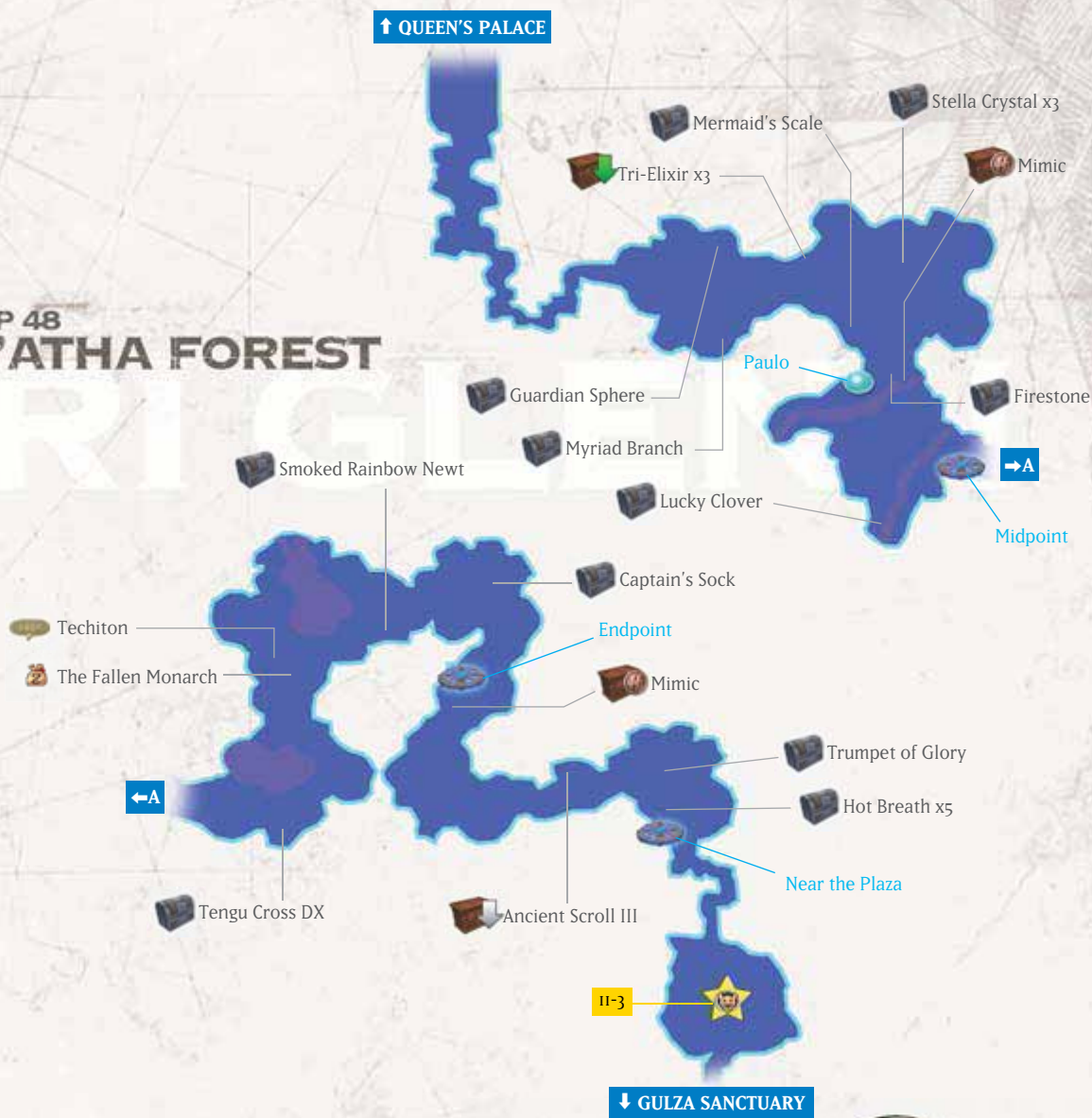
QUEEN'S PALACE ITEM VENDOR

VENDOR: FERRIS

TYPE	NAME	REQ.	AMT.	PRICE
Recovery	Heal Potion	-	Inf.	50
Recovery	Max Heal	-	Inf.	150
Recovery	Tri-Heal	-	Inf.	80
Recovery	Perfect Heal	-	15	300
Recovery	Recharge Drink	-	Inf.	70
Recovery	Tri-Charge	-	Inf.	120
Recovery	Resurrection	-	Inf.	200
Recovery	Tri-Resurrection	-	5	500
Recovery	Relaxing Aroma	-	Inf.	100
Recovery	Hot Breath	-	Inf.	100
Recovery	Antidote	-	Inf.	100
Guard	Unconscious Guard	F	2	700
Guard	Poison Guard	F	2	700
Guard	Flame Guard	F	2	700
Field	Stealth Pills	-	10	200
Metal	Conductive Liqui-Metal	-	5	550
Metal	Chameleon Particulate	-	3	650
Circuit	Biofeedback Circuit	-	2	650
Crystal	Edensia	-	1	900
Revelation	Trumpet of Glory	-	2	200



MAP 48 TI'ATHA FOREST



Keep heading south across the massive bridge, and eventually you'll begin what is effectively the final dungeon (11-2 Mark, p.137).

The Ti'atha Forest is just a single twisting path. There's not much reason to come back here, except to collect Lucky Clovers from Clumpy Jr. enemies, and perhaps to visit the dryad-like vendor at the halfway point.



CHAPTER 11 – LEGENDARY PLANET

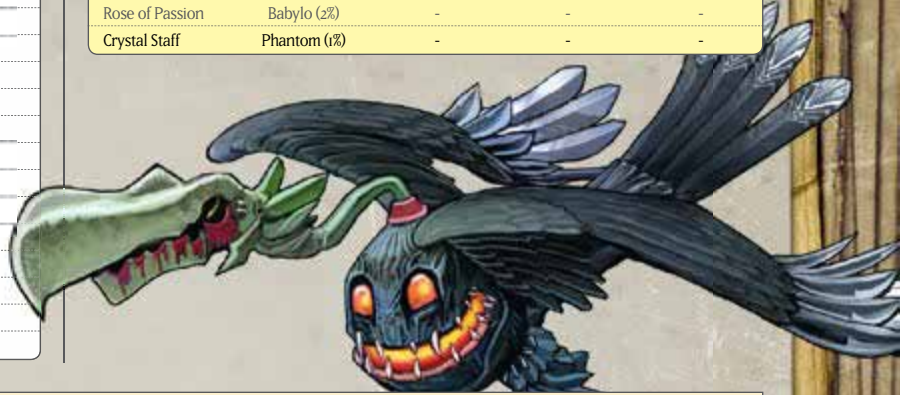
TI'ATHA FOREST DRYAD VENDOR

VENDOR: TECHITON

TYPE	NAME	REQ.	AMT.	PRICE
Recovery	Heal Potion	-	Inf.	50
Recovery	Max Heal	-	Inf.	150
Recovery	Elixir	-	10	250
Recovery	Resurrection	-	Inf.	200
Guard	Prominence Shield	-	1	500
Guard	Blizzard Shield	-	1	1000
Guard	Plasma Shield	-	1	1000
Guard	Typhoon Shield	-	1	1800
Guard	Deus Shield	F	1	1800
Guard	Stealth Guard	F	2	700
Recover	Divine Blessing	F	5	300
Revelation	Mirror Unit	-	5	200
Revelation	Rose of Passion	-	2	200
Revelation	Dreamflower Ash	-	1	150
Revelation	Dream Mushroom	-	1	400
Food	Smoked Rainbow Newt	-	1	180
Revelation	Trumpet of Glory	-	2	200

RARE ITEMS

ITEM	MONSTER 1'S DROP %	MONSTER 2'S DROP %	MONSTER 3'S DROP %	MONSTER 4'S DROP %
Trumpet of Glory	Gold Mask (4%)	Monkey (4%)	-	-
Lucky Clover	Clumpy Jr. (50%)	Flammy (4%)	Dark Ape (2%)	Monkey (2%)
Mermaid's Scale	Aurora Slime (6%)	Water Wyrn (4%)	-	-
Rose of Passion	Babylo (2%)	-	-	-
Crystal Staff	Phantom (1%)	-	-	-



ENCOUNTER GROUPS TABLE

CHAPTER 11

Group Name	Total # Foes	# Species	# Monster A	# Monster B	# Monster C	# Monster D	# Monster E
Monkey A	4-5	2	Monkey 1-3	Flammy 0-2	Clumpy Jr. 0-2	Silver Bee 0-2	Dark Ape 0-2
Water Wyrn A	4-5	2	Water Wyrn 1-3	Flammy 0-2	Phantom 0-2	Dark Condor 0-2	Aurora Slime 0-2
Dark Ape A	4-5	2	Dark Ape 1-3	Flammy 0-2	Clumpy Jr. 0-2	Silver Bee 0-2	Aurora Slime 0-2
Babylo A	4-5	2	Babylo 1-3	Flammy 0-2	Phantom 0-2	Dark Condor 0-2	Aurora Slime 0-2
Monkey Group	4-5	1	Monkey 4-5	-	-	-	-
Flammy Group	4-5	1	Flammy 4-5	-	-	-	-
Clumpy Jr. Group	4-5	1	Clumpy Jr. 4-5	-	-	-	-
Water Wyrn Group	3-5	1	Water Wyrn 3-5	-	-	-	-
Dark Condor Group	4-5	1	Dark Condor 4-5	-	-	-	-
Aurora Slime Group	4-5	1	Aurora Slime 4-5	-	-	-	-
Silver Bee Group	4-5	1	Silver Bee 4-5	-	-	-	-
Dark Ape Group	4-5	1	Dark Ape 4-5	-	-	-	-
Babylo Group	3-5	1	Babylo 3-5	-	-	-	-
Phantom Group	4-5	1	Phantom 4-5	-	-	-	-
Big Enemy Combo	4-5	2	Water Wyrn 2-3	Babylo 2-3	-	-	-
Small Enemy Combo	4-5	2	Clumpy Jr. 2-3	Flammy 2-3	-	-	-
Monkey Combo	4-5	2	Monkey 2-3	Dark Ape 2-3	-	-	-
Water Wyrn Trio	4-5	2	Water Wyrn 1-3	Phantom 2-3	Flammy 2-3	-	-
Babylo Trio	4-5	2	Babylo 1-3	Aurora Slime 2-3	Clumpy Jr. 2-3	-	-
Mask Trio	4-5	2	Phantom 2-3	Death Mask 2-3	Gold Mask 2-3	-	-

■ High Chance of Appearing ■ Low Chance of Appearing

TI'ATHA FOREST RANDOM ENCOUNTERS TABLE

MAXIMUM CHARACTER LEVEL FOR CHALLENGE BATTLES: 99

Location	Time	Rate	Group A	Group B	Group C	Group D	Group E
Beginning	-	Normal	Monkey A	Babylo A	Dark Ape A	Clumpy Jr. Group	Flammy Group
Midpoint	-	Normal	Monkey A	Babylo A	Dark Ape A	Small Enemy Combo	Dark Condor Group
Endpoint	-	Normal	Monkey A	Water Wyrn A	Water Wyrn Trio	Big Enemy Combo	Aurora Slime Group
Clearing at the End	After Ch. 11	Normal	Monkey A	Water Wyrn A	Mask Trio	Monkey Combo	Silver Bee Group



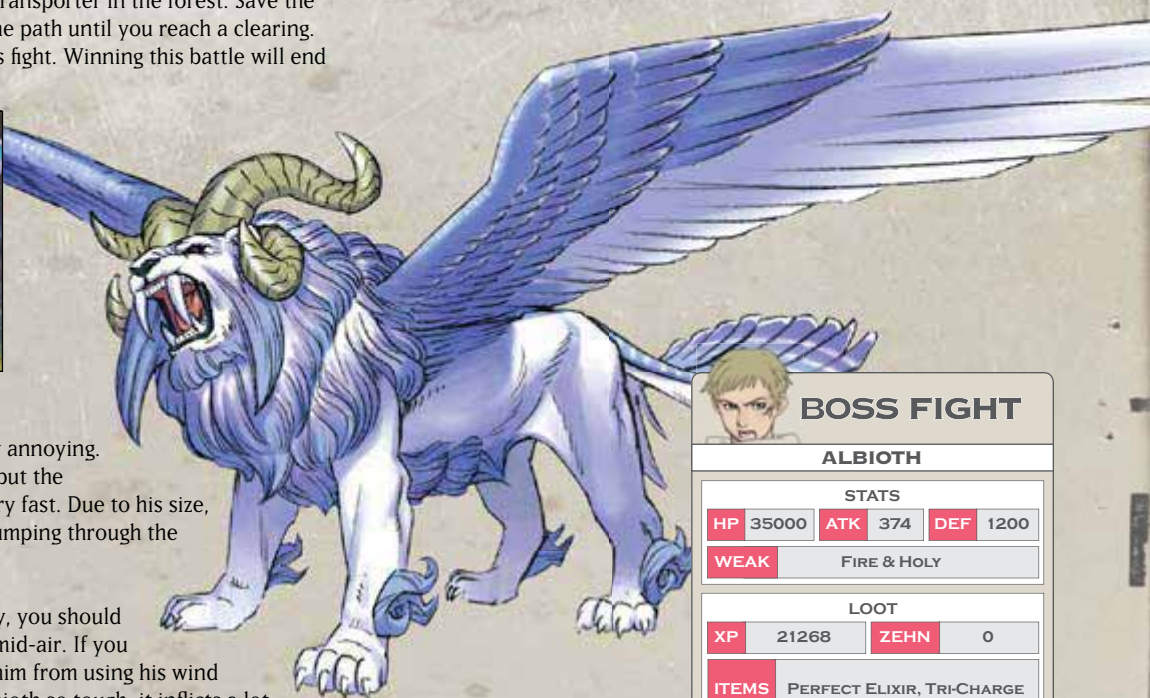
Eventually you'll come to the third Transporter in the forest. Save the game here and continue following the path until you reach a clearing. This will be the area for a major boss fight. Winning this battle will end the chapter.




Boss Strategy

Albioth (11-3 Mark, p.138) can be very annoying. His only vulnerable spot is his face, but the problem is that he moves around very fast. Due to his size, it's hard to keep him from literally jumping through the camera.

Either way, when Albioth starts to fly, you should do everything you can to hit him in mid-air. If you can bring him down, you'll prevent him from using his wind storm. That attack is what makes Albioth so tough; it inflicts a lot of damage and will confuse your characters if it hits. Be sure to have a large supply of Relaxing Aromas and Hot Breaths on hand for this battle.





BOSS FIGHT

ALBIOTH

STATS			
HP	35000	ATK	374
		DEF	1200
WEAK	FIRE & HOLY		

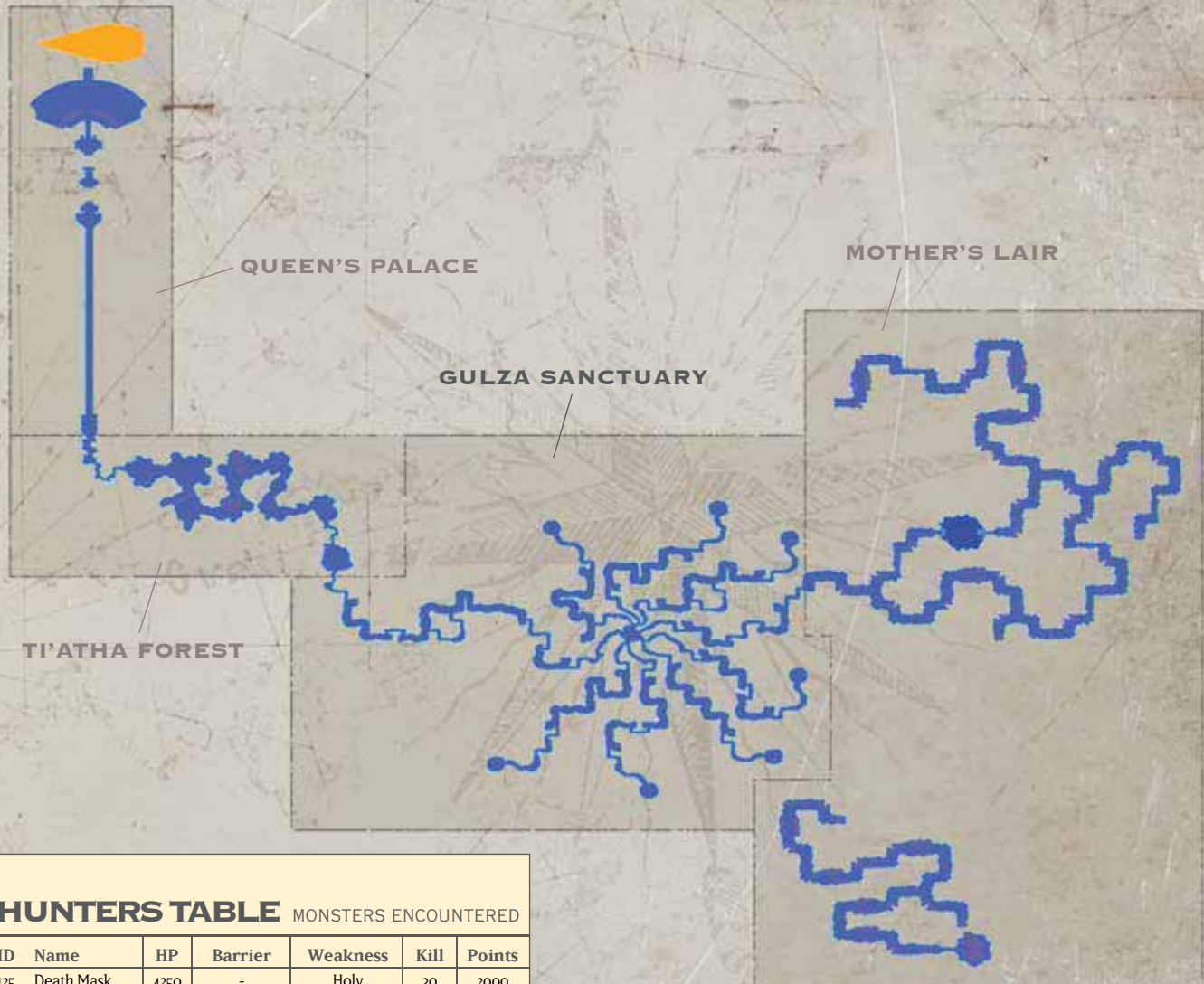
LOOT			
XP	21268	ZEHN	0
ITEMS	PERFECT ELIXIR, TRI-CHARGE		



CHAPTER 12 – ALL GOOD THINGS...

CHAPTER 12

ALL GOOD THINGS...



HUNTERS TABLE MONSTERS ENCOUNTERED

ID	Name	HP	Barrier	Weakness	Kill	Points
125	Death Mask	4250	-	Holy	30	2000
126	Gold Mask	4400	-	Holy	30	2200
136	Phantom	4680	Shield	Ice, Holy	30	2500
137	Manticore	6960	-	-	30	2200
138	Magic Priest	5220	-	Holy	30	2600
139	Hecaton	5500	-	-	20	2700
140	Solon	5800	-	Ice, Wind	20	2500
141	Luminous	5220	-	Holy	30	1800
142	Babel	5800	Jump	Holy	30	2300
143	Blizzard	5220	-	Fire	30	2600
144	Devil	5510	Barrier	Holy	30	2500
145	Ice Eater	4640	Jump	Fire	20	2750
146	Clumpy Sr.	4640	-	Fire, Wind	30	2400

PLANETARY ZONE
MARI GLENN



WALKTHROUGH - CAPTAIN'S LOG



CHAPTER 12 – ALL GOOD THINGS...

STAR CHART

SCENARIO FLOWCHART

- 12-1 Arrive at Gulza Sanctuary's Central Plaza.
- 12-2 Obtain the Drigellum of Desire.
- 12-3 Obtain the Drigellum of Pride.
- 12-4 Obtain the Drigellum of Courage.
- 12-5 Obtain the Drigellum of Compassion.
- 12-6 Obtain the Drigellum of Friendship.
- 12-7 Obtain the Drigellum of Dreams.
- 12-8 Obtain the Drigellum of Love.

As soon as you've defeated Albioth, head back to the save pont and save your game. It's going to be quite a long walk until the next Transporter.

This chapter is unique because it's the only one that doesn't contain any boss fights or even event battles; it's one big exploration romp. Since there aren't any boss fights that you need to be prepared for, you can use this area to rack up monster kills and collect the very rare Crystal Staff.

RARE ITEMS

ITEM	MONSTER 1'S DROP %	MONSTER 2'S DROP %	MONSTER 3'S DROP %
Trumpet of Glory	Gold Mask (4%)	Magic Priest (4%)	-
Crystal Staff	Luminous (4%)	Magic Priest (3%)	Phantom (1%)

ENCOUNTER GROUPS TABLE

CHAPTER 12

Group Name	Total # Foes	# Species	# Monster A	# Monster B	# Monster C	# Monster D	# Monster E
Manticore A	4-5	2-3	Manticore 1-3	Magic Priest 1-2	Luminous 1-2	-	-
Hecaton A	4-5	2-3	Hecaton 1-3	Clumpy Sr. 1-2	Magic Priest 0-2	Devil 0-2	-
Solon A	4-5	2-3	Solon 1-3	Magic Priest 1-2	Devil 1-2	-	-
Babel A	4-5	2-3	Babel 1-3	Ice Eater 1-2	Blizzard 0-2	Magic Priest 0-2	-
Manticore Group	4-5	1	Manticore 4-5	-	-	-	-
Magic Priest Group	4-5	1	Magic Priest 4-5	-	-	-	-
Hecaton Group	3-5	1	Hecaton 3-5	-	-	-	-
Solon Group	4-5	1	Solon 4-5	-	-	-	-
Luminous Group	4-5	1	Luminous 4-5	-	-	-	-
Babel Group	3-5	1	Babel Group 3-5	-	-	-	-
Blizzard Group	4-5	1	Blizzard Group 4-5	-	-	-	-
Devil Group	4-5	1	Devil Group 4-5	-	-	-	-
Big Enemy Combo	4-5	2-3	Hecaton 1-3	Babel 1-3	Ice Eater 1-2	-	-
Small Enemy Combo	4-5	2-3	Magic Priest 1-3	Luminous 1-3	Clumpy Sr. 1-2	-	-
Mask Trio	5	3	Devil 1-3	Gold Mask 1-3	Phantom 1-3	Death Mask 1-3	-

■ High Chance of Appearing

GULZA SANCTUARY
RANDOM ENCOUNTERS TABLE

MAXIMUM CHARACTER LEVEL FOR CHALLENGE BATTLES: 99

Location	Time	Rate	Group A	Group B	Group C	Group D	Group E
Path to Tri'atha Forest	-	Normal	Blizzard Group	Manticore A	Mask Trio	-	-
Branch: North Side	-	Normal	Hecaton Group	Hecaton A	Small Enemy Combo	Mask Trio	-
Branch: South Side	-	Normal	Babel Group	Babel A	Small Enemy Combo	Mask Trio	-
Central Branch Plaza	-	Normal	Solon Group	Magic Priest Group	Solon A	Luminous Group	-
Path to Mother's Lair	-	Normal	Devil Group	Manticore A	Big Enemy Combo	Mask Trio	-



This place is quite large and dangerous, owing largely to the random enemy mobs that appear in the Gulza Sanctuary. The most annoying random group you'll come across is the Mask Trio group, which consists of enemies that will have both Shields and Barriers. To deal with them you should really have Jaster activate Flash Sword to take care of the Phantoms, and use Burning Strikes to take care of the Devils.



Your first destination is the central plaza, which you can reach by following the path from Ti'atha Forest. About halfway along that path, you'll come across the only vendor in the Sanctuary. Be sure to purchase as many healing items as you can carry while you're here.

GULZA SANCTUARY VENDOR

VENDOR: FRANTMAN

TYPE	NAME	REQ.	AMT.	PRICE
Recovery	Heal Potion	-	Inf.	50
Recovery	Max Heal	-	Inf.	150
Recovery	Tri-Heal	-	Inf.	80
Recovery	Perfect Heal	-	15	300
Recovery	Resurrection	-	Inf.	200
Recovery	Divine Healing	-	Inf.	200
Recovery	Wake-Up Drops	-	Inf.	100
Recovery	Relaxing Aroma	-	Inf.	100
Recovery	CO ₂ Powder	-	Inf.	100
Alchemy	Medusa's Locks	P	2	150
Revelation	Mirror Unit	-	5	200
Mech	Cyclonic Pump	-	2	200
Lilika/Sub/G3	Beast King Hatchet	-	3	11000

Eventually you'll come to the central plaza (12-1 Mark, p.142). From here, you need to travel along each path to find a Drigellum that corresponds to each of your characters. You just need to arrive at the end of the path and watch the ensuing cutscene to obtain them. After you've obtained a Drigellum, you'll teleport back to the central plaza where you can take another path. Ignore the path leading east for now, as that will not open up unless you've obtained all the Drigellums here.

Start by taking the left fork of the southeast path from the plaza to get the Drigellum of Desire (12-2 Mark, p.142).

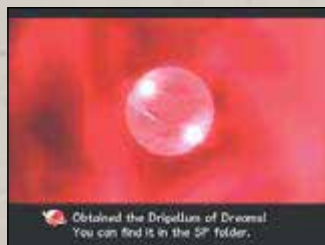


Now take the right fork of the southeast path for the Drigellum of Pride (12-3 Mark, p.142).



Walk down the southwest fork's left path to find the Drigellum of Courage (12-4 Mark, p.142).

Next, take the right path from the southwest fork to acquire the Drigellum of Compassion (12-5 Mark, p.142).



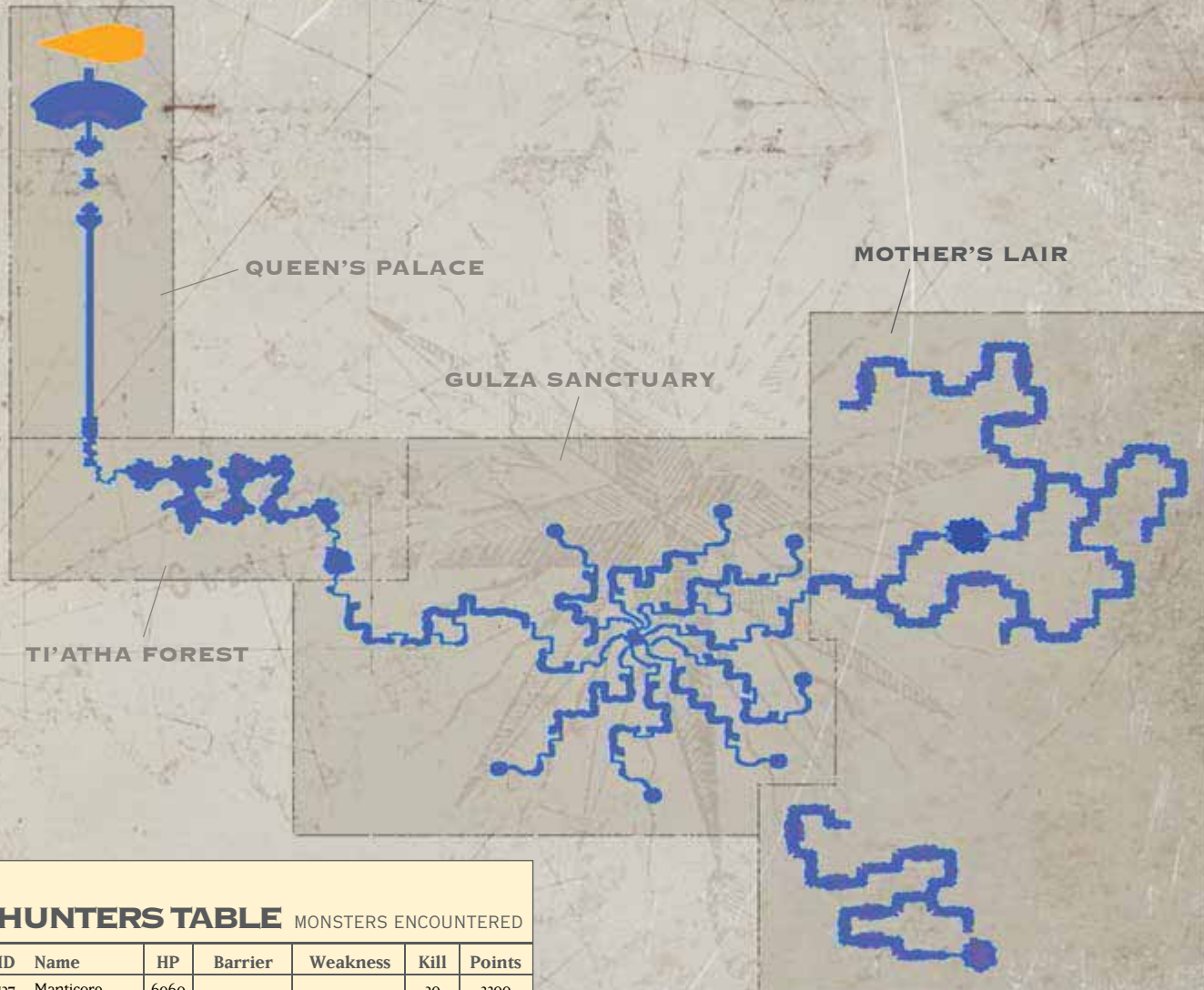
All that's left is to take the northeast fork's three paths from west to east to obtain the Drigellums of Friendship (12-6 Mark, p.142), Dreams (12-7 Mark, p.142), and finally Love (12-8 Mark, p.142).

On top of getting the Drigellum of Friendship for Deego, you will also obtain the Keepsake Coin, which you can now finally place in the Revelation Flow.



With all the Drigellum in hand, head along the east fork to start *Rogue Galaxy's* final chapter.

CHAPTER 13 – TO ETERNITY

CHAPTER 13
TO ETERNITY

HUNTERS TABLE MONSTERS ENCOUNTERED

ID	Name	HP	Barrier	Weakness	Kill	Points
137	Manticore	6960	-	-	30	2200
138	Magic Priest	5220	-	Holy	30	2600
147	Alacan	8400	-	Holy	20	3000
148	Face of Evil	6000	Jump	Elec	30	2500
149	Bit	5500	-	Wind	30	1500
150	Magic Fighter	6000	-	Holy	30	2600
151	Deimos	5600	Jump	Ice	25	3000
152	Dragon	9100	Shield	Ice, Elec	20	3000
153	Red Baron	6300	Shield	Ice	30	2500
154	Togroth	10500	-	Fire	20	2900
155	Platinum Kite	6000	-	Wind	20	2200
156	Hell Sorcerer	7350	-	Wind, Holy	20	2900

PLANETARY ZONE
MARI GLENN



WALKTHROUGH - CAPTAIN'S LOG



CHAPTER 13 – TO ETERNITY

STAR CHART

SCENARIO FLOWCHART

- 13-1 Obtain the Zep Sychros.
13-2 Conquer the Final Battles.

Now that you have all the Drigellums, head along the eastern path into Mother's Lair, where you'll find Yuvan (13-1 Mark, p.146). He will give Jaster the Zeo Sychros sword.



Afterwards, you'll need to walk through the twisted corridors of Mother's Lair. If you were thinking you're a moment away from the final battle, you were sorely mistaken. This place is bizarrely large.



You'll find a Vendor at the halfway point of the Lair. What it's doing here in such a dangerous place is anyone's guess, but it does have some very useful items on hand.

MOTHER'S LAIR VENDOR

VENDOR: FRANTMAN

TYPE	NAME	REQ.	AMT.	PRICE
Recovery	Heal Potion	-	Inf.	50
Recovery	Tri-Charge	-	Inf.	120
Recovery	Elixir	-	Inf.	250
Recovery	Resurrection	-	Inf.	200
Recovery	Perfect Reviver	F	Inf.	800
Battle	Guardian Sphere	-	Inf.	250
Alchemy	Snow Crest	-	Inf.	150
Guard	Freeze Guard	PF	Inf.	700
Guard	Shock Guard	PF	Inf.	700
Revelation	Spirit Bell	-	Inf.	200
Steve/Main/13	Murderous Arms	-	Inf.	10000
Lilika/Main/J3	Sunbringer Bow	-	Inf.	11000
Jupis/Main/14	Heavenly Oratorio	-	Inf.	12000
Jupis/Sub/G3	Thrilling UFO Set	-	Inf.	11000
Deego/Main/J1	Grandius	-	Inf.	6900

As you walk around, you'll probably find that some monsters drop Galactic Compasses. These items are essential to completing each character's Revelation Flow before the final battle. After you arrive at the final save point, have a look around and complete your kill collection for Mariglenn.

RARE ITEMS

ITEM	MONSTER 1'S DROP %	MONSTER 2'S DROP %	MONSTER 3'S DROP %	MONSTER 4'S DROP %
Trumpet of Glory	Bit (4%)	Magic Priest (4%)	-	-
Crystal Staff	Face of Evil (3%)	Magic Priest (3%)	Hell Sorcerer (2%)	Red Baron (1%)
Rose of Passion	Alacan (3%)	-	-	-
Galactic Compass	Bit (4%)	Alacan (2%)	Magic Fighter (2%)	-

ENCOUNTER GROUPS TABLE

CHAPTER 13

Group Name	Total # Foes	# Species	# Monster A	# Monster B	# Monster C	# Monster D	# Monster E
Alacan A	4-5	2-3	Alacan 1-3	Magic Fighter 2-3	Bit 2-3	Red Baron 2-3	-
Face of Evil A	4-5	2-3	Face of Evil 1-3	Magic Fighter 2-3	Bit 2-3	Red Baron 2-3	-
Deimos A	4-5	2-3	Deimos 1-3	Magic Fighter 2-3	Platinum Kite 2-3	Magic Priest 2-3	-
Dragon A	4-5	2-3	Dragon 1-3	Magic Fighter 2-3	Bit 2-3	Magic Priest 2-3	-
Togroth A	4-5	2-3	Togroth 1-3	Magic Fighter 2-3	Bit 2-3	Magic Priest 2-3	-
Alacan Group	3-5	1	Alacan 3-5	-	-	-	-
Face of Evil Group	3-5	1	Face of Evil 3-5	-	-	-	-
Bit Group	4-5	1	Bit 4-5	-	-	-	-
Magic Fighter Group	4-5	1	Magic Fighter 4-5	-	-	-	-
Deimos Group	3-5	1	Deimos 3-5	-	-	-	-
Dragon Group	3-5	1	Dragon 3-5	-	-	-	-
Red Baron Group	4-5	1	Red Baron 4-5	-	-	-	-
Togroth Group	3-5	1	Togroth 3-5	-	-	-	-
Big Human Group	4-5	2	Alacan 2-4	Deimos 2-4	-	-	-
Big Monster Group	4-5	2-3	Dragon 2-4	Togroth 0-2	Hell Sorcerer 0-2	-	-
Alacan Trio	4-5	3	Alacan 1-3	Magic Fighter 2-4	Face of Evil 2-4	-	-
Deimos Trio	4-5	3	Deimos 1-3	Magic Fighter 2-4	Hell Sorcerer 2-4	-	-
Togroth Trio	4-5	3	Togroth 1-3	Magic Fighter 2-4	Red Baron 2-4	-	-

■ High Chance of Appearing



MOTHER'S LAIR RANDOM ENCOUNTERS TABLE

MAXIMUM CHARACTER LEVEL FOR CHALLENGE BATTLES: 99

Location	Time	Rate	Group A	Group B	Group C	Group D	Group E
Beginning: First Half	-	Normal	Alacan A	Bit Group	Red Baron Group	-	-
Beginning: Second Half	-	Normal	Alacan A	Bit Group	Red Baron Group	-	-
Beginning: Fork (Near Core)	-	Normal	Togroth A	Face of Evil Group	-	-	-
Midpoint: First Half	-	Normal	Alacan A	Dragon A	Alacan Group	Alacan Trio	-
Midpoint: Second Half	-	Normal	Alacan A	Dragon A	Deimos Group	Alacan Trio	-
Midpoint: East Fork	-	Normal	Togroth A	Face of Evil Group	Big Monster Combo	Togroth Trio	-
Midpoint: South Fork (Near Core)	-	Normal	Togroth A	Face of Evil Group	Dragon A	Togroth Trio	Big Monster Combo
Last Stretch (Main Path)	-	Normal	Alacan A	Face of Evil Group	Deimos A	Deimos Trio	Big Human Combo
Last Stretch: Fork (Near Core)	-	Normal	Togroth A	Face of Evil Group	Deimos A	Deimos Trio	Big Human Combo

After you reach the final save point, you're just a short jump and a shorter climb from the area where the game's final battles will take place. It's time to take stock of the situation. Do you have the Zeo Sychros at Level 4? Do you have a full supply of recovery items? Are all of your characters evenly leveled up, and have they all learned all of their abilities? If so, it's time to begin the game's conclusion (13-2 Mark, p.146).

Boss Strategy

This fight is more of a puzzle than an actual battle. In order to damage Mother, you need to use the Monography Shot, jump up the platforms that it creates, and strike at her head with the Zeo Sychros (any other sword just won't do). With her head lowered, you can start hammering away at her with everything you've got.

Mother's head will only stay down for a few seconds, so you'll have to repeat the process until you defeat her. Most of the time when you hit her with the Zeo Sychros, the platforms will disappear before you make it back to the ledge and you'll fall into the pit of Rune. It is possible to avoid this by jumping all the way back across the platforms before they disappear, but you need to be very fast.



BOSS FIGHT

MOTHER

STATS

HP	30000	ATK	333	DEF	320
----	-------	-----	-----	-----	-----

WEAK	NONE
------	------

LOOT

XP	0	ZEHN	0
----	---	------	---

ITEMS	NONE
-------	------

Boss Strategy

Compared to the last fight, this one is strangely easy. There's no real trick here; just use high-powered abilities or your guns to inflict heavy damage. Mother flies around most of the time and doesn't bother attacking, but when she does, it's nothing a Tri-Heal can't fix. As you might expect, this fight is far from over.



BOSS FIGHT

MOTHER (FINAL FORM)

STATS

HP 34000 ATK 333 DEF 320

WEAK NONE

LOOT

XP 0 ZEHN 0

ITEMS NONE

BOSS FIGHT

DEMON BATTLESHIP (VALKOG'S HAND)

STATS

HP 15390 ATK 319 DEF 500

WEAK NONE

LOOT

XP 0 ZEHN 0

ITEMS NONE

Boss Strategy

Deego and Jupis will both fight one of these on their own. The trick to this fight is to press either right or left on the D-Pad to target the ring. When the hand is closed in a fist, fire a shot from your Sub-Weapon to hit the ring. The hand will open up and you can begin to inflict damage by jumping up to attack the eye in the palm of the hand. Take care not to let your HP fall below 400, and always keep the auto-target indicator focused on the ring.



Boss Strategy

Steve and Simon will be on their own when they face off against this nasty-looking beast. Start the battle off by destroying those cannon batteries surrounding the area. Steve's Zap and Simon's Shake-Shake attack abilities will destroy them instantly. Take out the Bomb Walker by using rapid fire, long-range attacks. Don't get too close to the walkers or they'll bite your heads off.

BOSS FIGHT

DEMON BATTLESHIP (BOMB WALKER)

STATS

HP 15390 ATK 364 DEF 500

WEAK NONE

LOOT

XP 0 ZEHN 0

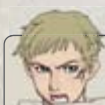
ITEMS NONE





Boss Strategy

Lilika's on her own for this fight, and she's got her hands full. Ignore the Bomb Walker, and focus on taking down the core. This means the Bomb Walker will be coming after you from off-camera, so be sure to block or heal whenever you hear the Walker gear up for an attack. Use a Strength Star on Lilika coupled with her Serpentine Arrow skill. She can only damage the Core with her bow, so when she needs to reload, run around the area avoiding the monster.



BOSS FIGHT

DEMON BATTLESHIP (CORE)

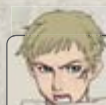
STATS					
HP	12000	ATK	455	DEF	500
WEAK	NONE				
LOOT					
XP	0	ZEHN	0		
ITEMS	NONE				



Boss Strategy

It's the lone wolf vs. the mad scientist, but this time, the mad scientist is pretty dense. Throw Zegram's shuriken at Izel's core, which is the red part of his chest that you can target by pressing left or right.

Once the core takes a solid hit, Izel will throw a bunch of punches at the ground and freeze. This is your opportunity to climb up Izel's arm to his shoulder and attack him with Drunken Burst and Twin Sword. When Izel regains his composure, just hit the core again.



BOSS FIGHT

DEMON BATTLESHIP (IZEL)

STATS					
HP	15390	ATK	319	DEF	500
WEAK	NONE				
LOOT					
XP	0	ZEHN	0		
ITEMS	NONE				



CHAPTER 13 – TO ETERNITY

Boss Strategy

It's nearly over when Kisala goes to take on Norma. This fight is basically a gimme. Just have Kisala run up as far as she can and jump up to attack Norma's head while blocking her lightning bolts. Heal as you need to and enhance your attack power to speed things up.

**BOSS FIGHT****DEMON BATTLESHIP (NORMA)****STATS**

HP	15390	ATK	286	DEF	500
----	-------	-----	-----	-----	-----

WEAK	NONE
------	------

LOOT

XP	0	ZEHN	0
----	---	------	---

ITEMS	NONE
-------	------

Boss Strategy

Now it's the real final battle! Jaster gets a huge sword to fight in this battle. It's so huge, in fact, that you don't have to worry about attack range at all. What you do need to worry about is where Valkog's hands are. If Valkog is covering a portion of himself, press left or right to target the portion that isn't covered.

**BOSS FIGHT****DEMON BATTLESHIP (VALKOG)****STATS**

HP	22540	ATK	407	DEF	500
----	-------	-----	-----	-----	-----

WEAK	NONE
------	------

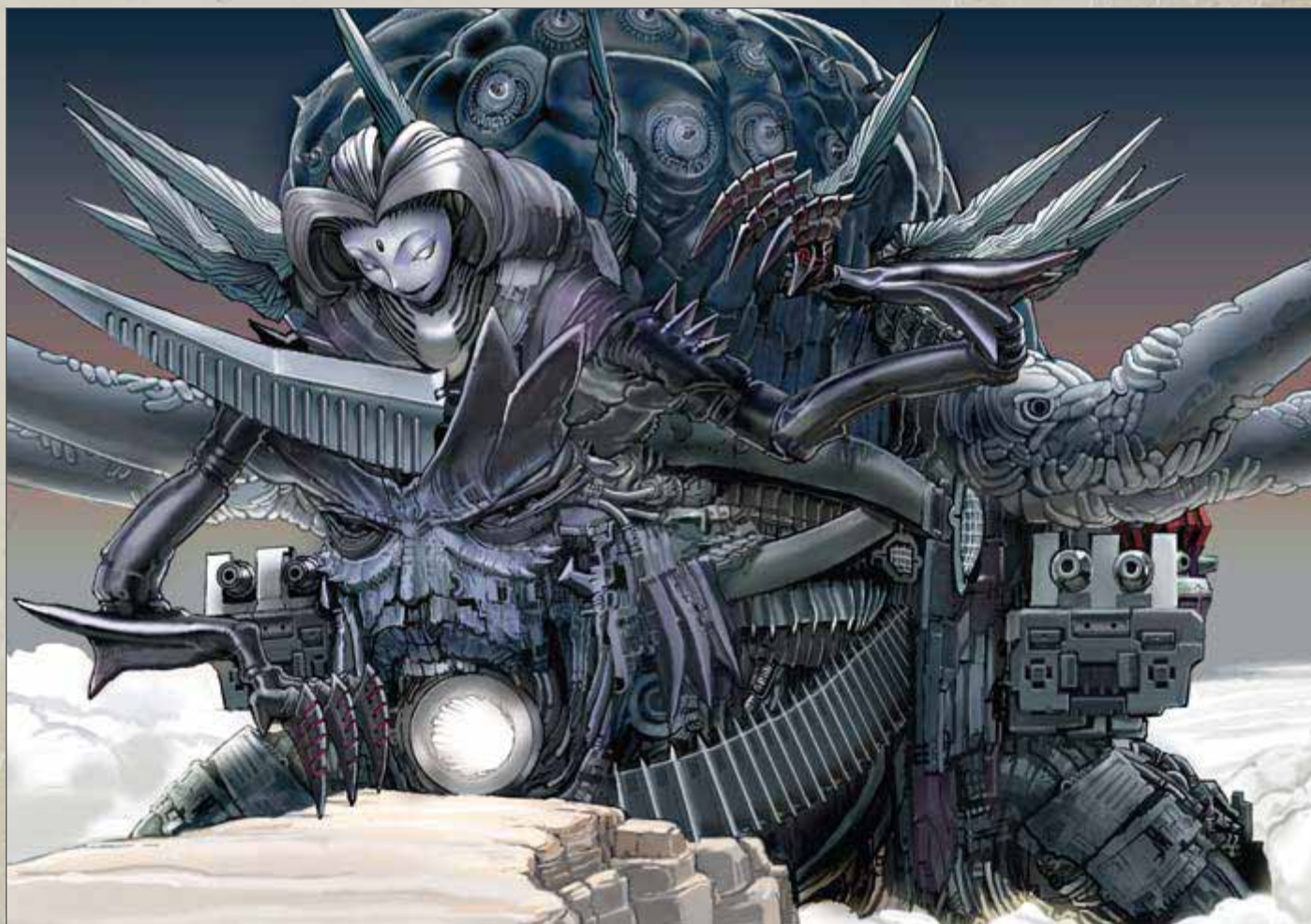
LOOT

XP	0	ZEHN	0
----	---	------	---

ITEMS	NONE
-------	------



When you get into a rhythm and see Valkog's hands start to move, switch targets. One thing to be wary of here is that Valkog's attacks are incredibly powerful. Avoid his beam cannon by running to the left. When those energy mines appear, stop moving and block. Finally, when Valkog takes his hands away from his face, and you see the message "Valkog Counterattacks!" you must block the attack or suffer over 700 points of damage. You really should try to be at max HP for the entirety of this





OPTIONAL QUEST 1 OF SLEEGS & MERMELS



ALISTIA OCEAN
LABORATORY

PLANETARY ZONE
ALISTIA

NALVASA SEAWAY

LAPATIA VILLAGE

PORT BALTONESS

HUNTERS TABLE MONSTERS ENCOUNTERED

ID	Name	HP	Barrier	Weakness	Kill	Points
201	Kull Jelly	3000	-	Elec	30	1400
202	Man-o-war	3600	-	Wind	25	1600
203	Clapper	4200	Step On	Ice	20	1800
204	Skalapper	4560	Step On	Elec	20	2000
205	Chadeath	4200	-	-	20	1800
206	Piranhger	3600	-	Elec	20	1750
207	Panther Eel	3840	-	Elec	25	1800
208	Angler	3360	-	Elec	20	1850
209	Death Wing	4560	-	Wind, Holy	30	1950
210	Coral Mountain	4800	Jump	Ice	25	2050
211	Jig Doll	3840	-	Fire	30	1750
212	Pelikinger	3720	-	-	20	1650

OPTIONAL QUEST 1 - OF SLEEGS & MERMELS

WALKTHROUGH - CAPTAIN'S LOG



STAR CHART

SCENARIO FLOWCHART

- A-1 Stop by the Lapatia Village Council
- A-2 **Event Battle:** Jig Doll x3, Panther Eel, Angler.
- A-3 **Boss Fight:** Ganymedis

After obtaining the first Key Piece during Chapter 8, you'll get word from Simon, before you head off to another planet, that Alistia is now an available destination.



Upon arriving on Alistia, head to Lapatia Village, and find the Village Council Hut (A-1 Mark). After a cutscene, you can begin a side-quest to explore the rest of Alistia.



Before setting off, you should stop by the general store. It has a rather large inventory of healing items and weapons.





LAPATIA VILLAGE GENERAL STORE

VENDOR: MACROS

TYPE	NAME	REQ.	AMT.	PRICE
Recovery	Heal Potion	-	Inf.	50
Recovery	Tri-Heal	-	Inf.	80
Recovery	Max Heal	-	Inf.	150
Recovery	Perfect Heal	-	20	300
Recovery	Recharge Drink	-	Inf.	70
Recovery	Tri-Charge	-	Inf.	120
Recovery	Hot Breath	-	Inf.	100
Recovery	Stamina Extract	-	Inf.	100
Recovery	Paralysis Cure	-	Inf.	100
Guard	Flame Shield	-	2	500
Guard	Ice Shield	-	2	500
Guard	Storm Shield	-	2	1800
Kisala/Main/B3	Deep Slashers	-	Inf.	1200
Kisala/Main/F4	Rune Breakers	-	5	6400
Steve/Sub/A3	Satellite HG-EX	-	Inf.	1000
Steve/Sub/B3	Genocide Beams	-	Inf.	2300
Simon/Main/B3	Cool Mist Shower	-	Inf.	1800
Zegram/Main/G3	Cloudsplitter	-	3	6800
Zegram/Sub/A4	Vortex Star	-	Inf.	1500
Zegram/Sub/B2	Bolt Deux	-	Inf.	1100
Lilika/Main/B3	Mother Ocean Bow	-	Inf.	2100
Lilika/Sub/A4	Hermit's Hatchet	-	Inf.	2500
Lilika/Sub/B3	Shark Hatchet	-	Inf.	2400
Lilika/Sub/D3	Babylon's Hatchet	-	5	4600
Jupis/Main/A4	Martial Spirit	-	Inf.	3200
Jupis/Main/B3	Driving Spear	-	Inf.	2900
Jupis/Sub/A4	Soaring Pleasure	-	Inf.	4100
Jupis/Sub/B3	Blaze Bonus Max	-	Inf.	3700
Deego/Main/A4	Ex-Soldier	-	Inf.	3200
Deego/Main/B3	Knight's Silver	-	Inf.	2800
Deego/Sub/B3	Heavy Slugger	-	Inf.	2900
Deego/Sub/B3	Guardian Triple-S	-	Inf.	3300
Deego/Sub/D3	Punishing Xanadu	-	5	5300

Head north to the village exit and take the elevator up. Follow the path out to reach the Nalvasa Seaway.

Follow the route east down the steppes. You'll come across a Sleg Peddler who's standing on the beach.

NALVASA SEAWAY PEDDLER

VENDOR: BOTTO

TYPE	NAME	REQ.	AMT.	PRICE
Recovery	Heal Potion	-	Inf.	50
Recovery	Tri-Heal	-	Inf.	80
Recovery	Recharge Drink	-	Inf.	70
Recovery	Elxir	-	15	250
Recovery	Resurrection	-	Inf.	200
Recovery	Tri-Resurrection	-	10	500
Recovery	Electroless	-	Inf.	100
Battle	Stealth Pills	-	5	200
Steve/Sub/E3	Depth Chargers	-	5	6300
Simon/Sub/D1	Big Hawk	-	Inf.	2400
Lilika/Main/H1	Stellar Dream Bow*	-	3	4900

* Not available until Chapter 9

You'll find a transporter a bit further along the path, just before the path splits. Follow any of the three roads you want, as they'll rejoin eventually. When you reach the next transporter and head north, you'll be thrust into an event battle with three Jig Dolls, a Panther Eel, and an Angler (A-2 Mark, p.155).




From there, you have a choice between two paths, in order to reach the next save point. It doesn't matter which one you take, as they will both meet up at the next Transporter. Keep walking through the twisted cover, and on the other side there'll be another cutscene. There's no battle here, so just keep pressing onwards to the Daytron Laboratory, which you can see in the distance.

The next save point you come across will be the last, and touching it will reveal the map and all treasure chests you've missed. The infamous crab-like boss is coming up next.

Boss Strategy

This is a two-stage battle. The first part is rather easy, since you just need to lower it to half of its HP to trigger a cutscene. Since Ganymedis (A-3 Mark, p.155) is quite large and armored, you need to jump in the air and attack its head to damage it. If you've got the Earthshaker, you can chew through Ganymedis's HP at an incredible clip by repeatedly using Illusion Sword.



BOSS FIGHT

GANYMEDIS

STATS			
HP	15806	ATK	302
DEF	650		
WEAK	ICE & HOLY		

LOOT			
XP	5027	ZEHN	1820
ITEMS	SPIRIT CALIBUR		



OPTIONAL QUEST 1 - OF SLEEGS & MERMELS





Once the fight resumes, Ganymedis will start to use a devastating charge attack, which is so fast as to almost be unavoidable. It also likes to jump really far away and fire homing cannons at you. In both cases, you'll be forced to block. Press your assault when you see an opportunity.



After the fight is over, you'll be back in Lapatia Village. As a reward, you'll receive Jaster's Pirate Outfit.

Now that Alistia has been saved, you can come back and explore this place any time you like. The beasts here carry quite a few hard-to-get items, so if you're a little short, check the list below.

RARE ITEMS

ITEM	MONSTER 1'S DROP %	MONSTER 2'S DROP %
Nebuladon Egg	Kull Jelly (4%)	Mace Head (4%)
Dreamflower Ash	Piranhger (2%)	-
Medusa's Locks	Panther Eel (4%)	-
Spirit Bell	Angler (3%)	-
Military-Grade Battery	Death Wind (4%)	-
Hoho Bird Feather	Peliking (5%)	Death Wind (3%)
Forbidden Add-On	Jig Doll (10%)	-
Captain's Sock	Jig Doll (4%)	-
Cursed Mask	Jig Doll (4%)	-

ALISTIA ENCOUNTER GROUPS TABLE

OPTIONAL QUEST 1

Group Name	Total # Foes	# Species	# Monster A	# Monster B	# Monster C	# Monster D	# Monster E
Kull Jelly A	3-5	2-3	Kull Jelly 2-3	Panther Eel 0-2	Death Wind 0-2	Peliking 0-2	-
Clapper A	3-5	2-3	Clapper 2-3	Panther Eel 0-2	Chadeath 0-2	Peliking 0-2	Man-o-war 0-2
Skalapper A	3-5	2-3	Skalapper 2-3	Panther Eel 0-2	Chadeath 0-2	Peliking 0-2	Man-o-war 0-2
Coral Mountain A	3-5	2-3	Coral Mountain 2-3	Panther Eel 0-2	Death Wind 0-2	Piranhger 0-2	Man-o-war 0-2
Jig Doll A	3-5	2-3	Jig Doll 2-3	Panther Eel 0-2	Death Wind 0-2	Piranhger 0-2	Coral Mountain 0-2
Clapper Group	3-5	1	Clapper 3-5	-	-	-	-
Skalapper Group	3-5	1	Skalapper 3-5	-	-	-	-
Chadeath Group	3-5	1	Chadeath 3-5	-	-	-	-
Piranhger Group	3-5	1	Piranhger 3-5	-	-	-	-
Angler Group	3-5	1	Angler 3-5	-	-	-	-
Panther Eel Group	3-5	1	Panther Eel 3-5	-	-	-	-
Death Wing Group	3-5	1	Death Wing 3-5	-	-	-	-
Coral Mountain Group	3-5	1	Coral Mountain 3-5	-	-	-	-
Jig Doll Group	3-5	1	Jig Doll 3-5	-	-	-	-
Peliking Group	3-5	1	Peliking 3-5	-	-	-	-
Jellyfish Combo	3-5	2	Kull Jelly 1-3	Man-o-war 1-3	-	-	-
Scallop Combo	3-5	2	Clapper 2-3	Skalapper 1-3	-	-	-

■ High Chance of Appearing

RANDOM ENCOUNTERS TABLE

MAXIMUM CHARACTER LEVEL FOR CHALLENGE BATTLES: 99

Location	Time	Rate	Group A	Group B	Group C	Group D	Group E
Nalvasa Seaway: Beginning	-	Normal	Kull Jelly A	Clapper A	Jellyfish Combo	Clapper Group	Piranhger Group
Nalvasa Seaway: Midpoint	-	Normal	Kull Jelly A	Skalapper A	Scallop Combo	Skalapper Group	Panther Eel Group
Nalvasa Seaway: Endpoint	-	Normal	Jig Doll A	Skalapper A	Coral Mountain A	Panther Eel Group	Jig Doll Group
Nalvasa Seaway: Midpoint: Shoal	-	High	Angler Group	Skalapper A	Scallop Combo	-	-
Nalvasa Seaway: Near Waterfalls	-	Normal	Chadeath Group	Piranhger Group	Kull Jelly A	Skalapper A	Jig Doll Group
Alistia Ocean Laboratory	-	Normal	Coral Mountain Group	Jig Doll Group	Coral Mountain A	Panther Eel Group	Angler Group

OPTIONAL QUEST 2

THE GHOST SHIP





HUNTERS TABLE

ENCOUNTER GROUPS

ID	Name	HP	Barrier	Weakness	Kill	Points
157	Evil Skeletar	7000	-	Holy	30	2500
158	Cosmo Turtle	6300	Shield	Ice	30	2600
159	Evil Relic	8000	-	Wind	25	1950
160	Sumo Bull	8000	-	Elec	20	2400
161	White Wall	8100	Jump	Holy	20	2200
162	Spinner	9000	-	Fire	20	2000
163	Wonder Kong	8100	-	-	30	2450
164	Trash Phantom	8000	Shield	Holy	28	2700
165	Hades Monk	8000	Shield	Ice	30	2850
166	King Deimos	6300	Jump	-	25	2650
167	Cosmocore	7200	-	Wind	30	2500
168	Orochi	10800	Barrier	Ice	25	3000
169	Spiral Sid	11700	-	Elec	20	3200
170	Moon Moon	7200	-	Fire	20	3300

STAR CHART

SCENARIO FLOWCHART

- G-1 **Boss Battle:** Mud Whooper
- G-2 **Boss Battle:** Individer
- G-3 **Boss Battle:** Young Man
- G-4 **Boss Battle:** Logan
- G-5 **Boss Battle:** Gazel
- G-6 **Boss Battle:** Young Man
- G-7 **Boss Battle:** Beast Leone
- G-8 **Boss Battle:** Arabis

After finishing the game, your save file will be marked with a silver star. Load this game and return to the Dorgenark. When you attempt to go to another planet, a new destination will be available: the Ghost Ship.



Once you start adventuring in the Ghost Ship, you'll come across a pair of peculiar individuals, who are definitely hiding something. Further on, you'll find a vendor with a save point nearby. Buy some supplies, as a boss is going to show up in the room beyond the save point.

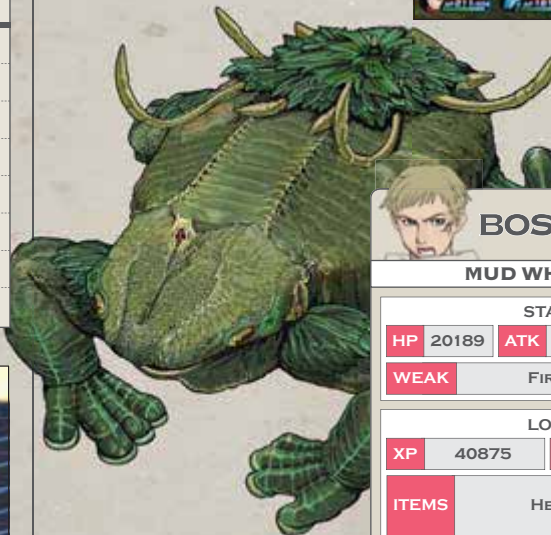
GHOST SHIP TRAVELLING PEDDLER

VENDOR: SHANDEERA

TYPE	NAME	REQ.	AMT.	PRICE
Recovery	Heal Potion	-	Inf.	50
Recovery	Tri-Heal	-	Inf.	80
Recovery	Tri-Charge	-	Inf.	120
Recovery	Elixir	-	Inf.	250
Recovery	Tri-Elixir	F	Inf.	350
Recovery	Resurrection	-	Inf.	200
Recovery	Tri-Resurrection	-	Inf.	500
Alchemy	Flame God's Stone	-	2	150
Alchemy	Absolute Zero Stone	-	2	150
Alchemy	Thunder Stone	-	2	150
Food	Yago Milk	-	Inf.	150
Food	Ultraspiry Pepper	-	Inf.	180

Boss Strategy

Not much has changed since you last battled a Mud Whooper (G-1 Mark, p.157). The only difference is that its attacks do more damage and it has more HP. It doesn't affect its critical weakness against long-range attacks.



BOSS FIGHT

MUD WHOOPER

STATS

HP 20189 ATK 479 DEF 1300

WEAK

FIRE & ICE

LOOT

XP 40875 ZEHN 1820

ITEMS

HEAL POTION

Boss Strategy

The Individer (G-2 Mark, p.157) still hasn't learned its lesson. Just shoot it with the Freeze Shot and the rest is history... or maybe that should be "was."



BOSS FIGHT

INDIVIDER

STATS

HP 20442 ATK 486 DEF 1300

WEAK

ICE & HOLY

LOOT

XP 50875 ZEHN 1820

ITEMS

TRI-HEAL, RESURRECTION X2

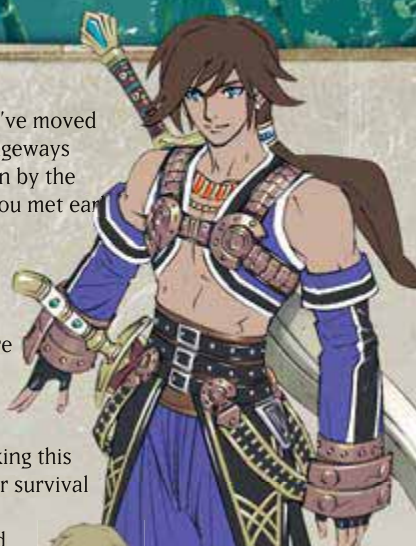
OPTIONAL QUEST 2 - THE GHOST SHIP

After that fight, and once you've moved slightly further into the passageways beyond, you'll be graced again by the presence of the Young Man you met earlier. This time, though, he wants to fight.

Boss Strategy

This is a survival battle. You're not expected to win. All you have to do is survive until he decides to leave you alone.

Don't get tricked into thinking this is an easy battle like the other survival matches in the game. The Young Man hits very hard and fast. You don't use healing potions to survive against him; you'll be forced to rely on Resurrections.



BOSS FIGHT

YOUNG MAN

STATS

HP 30000 ATK 504 DEF 2000

WEAK NONE

LOOT

XP 0 ZEHN 0

ITEMS NONE



Keep exploring, and you'll reach another save point, placed at the entrance to a giant hall.

Boss Strategy

Logan is still slow and fierce, but you're stronger and smarter now, especially since you've already beaten him once. His only saving grace is that this time, he won't die as fast.



BOSS FIGHT

YOUNG MAN

STATS

HP 20694 ATK 514 DEF 1300

WEAK ICE & HOLY

LOOT

XP 40875 ZEHN 1820

ITEMS EXCELION SHARD, STEALTH PILLS

Moving along, you will come across another traveling vendor. If you're running low on healing items, you should stock up now.



GHOST SHIP TRAVELLING PEDDLER

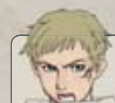
VENDOR: GARAMOND

TYPE	NAME	REQ.	AMT.	PRICE
Recovery	Heal Potion	-	Inf.	50
Recovery	Max Heal	-	Inf.	150
Recovery	Tri-Heal	-	Inf.	80
Recovery	Perfect Heal	-	Inf.	300
Recovery	Resurrection	-	Inf.	200
Recovery	Tri-Resurrection	-	Inf.	500
Recovery	Antidote	-	Inf.	100

Up ahead is yet another save point, placed before a fight with another blast from the past.

Boss Strategy

Gazel's higher HP and power means he'll last a little bit longer, which, in turn, means he'll be a little bit more trouble. You can get through this fight pretty easily if you just shotgun healing potions and buff up before you enter melee.



BOSS FIGHT

GAZEL

STATS

HP 20946 ATK 510 DEF 1300

WEAK ICE & WIND

LOOT

XP 40875 ZEHN 1820

ITEMS PERFECT REVIVER, STEALTH PILLS





After walking through a few small rooms, you'll run into the Young Man again.

Boss Strategy


Don't make things more difficult than they have to be, because if you fall down here, the camera will be your worst enemy. Stay on the catwalks and keep everybody healthy until the Young Man (G-6 Mark, p.157) runs away again.



Eventually you'll come to another save point. Guess what's behind it?

Boss Strategy

If you haven't been doing the quarry fights, then this boss (G-7 Mark, p.157) will be new to you. The first order of business is to destroy the small crystal on its forehead by jumping up to attack it. Once the crystal is destroyed, you can begin attacking the Beast Leone's body. Make sure you have plenty of Max Heals and Perfect Heals on hand for this fight, because Leone's attacks can hurt you very badly.




BOSS FIGHT

YOUNG MAN

STATS					
HP	30000	ATK	504	DEF	2000
WEAK	NONE				

LOOT				
XP	0	ZEHN	0	
ITEMS	NONE			



BOSS FIGHT

BEAST LEONE

STATS					
HP	21452	ATK	521	DEF	1300
WEAK	FIRE				

STATS CRYSTAL					
HP	5000	ATK	521	DEF	1000
WEAK	NONE				

LOOT				
XP	40875	ZEHN	1820	
ITEMS	NONE			



Follow the interconnecting passageway and you'll reach a vendor, who's located conveniently near this dungeon's end.



GHOST SHIP TRAVELLING PEDDLER

VENDOR: CHARLOTTE

TYPE	NAME	REQ.	AMT.	PRICE
Recovery	Heal Potion	-	Inf.	50
Recovery	Max Heal	-	Inf.	150
Recovery	Recharge Drink	-	Inf.	70
Recovery	Tri-Charge	-	Inf.	120
Recovery	Elixir	-	Inf.	250
Recovery	Resurrection	-	Inf.	200
Recovery	Tri-Resurrection	-	Inf.	500
Metal	Izerium	-	Inf.	260
Alchemy	Smoked Rainbow Newt	-	Inf.	180
Food	Mellow Banana	-	Inf.	150
Food	Primeval Beef	-	Inf.	280


Boss Strategy

Arabis (G-8 Mark, p.157) seems like he might be fairly easy at first, but after he's taken a certain amount of damage, he'll start using a new set of incredibly dangerous abilities.

The most devastating move he's got is his spinning attack, which will hit characters multiple times for heavy damage if they're caught in its radius. When you see Arabis start to use that attack stay far away from him. Arabis also has a fairly powerful forward-facing cannon attack from his gut that's easy to evade.

The best way to attack Arabis is from behind, because the only way he can hit you from there is with his whirlwind. Finally, you cannot hurt Arabis while he's summoning spirits, so don't waste any Illusion Sword strikes on him until he's done.





BOSS FIGHT

ARABIS

STATS					
HP	21000	ATK	159	DEF	1500
WEAK	NONE				

LOOT				
XP	81749	ZEHN	2100	
ITEMS	NONE			



OPTIONAL QUEST 2 - THE GHOST SHIP

he's done.

You'll receive the Dorgenedge and the Captain's Uniform as rewards for clearing the Ghost Ship. Now that you have this area mapped out, it should be easy to complete your kill quota of all the monsters here.

GHOST SHIP ENCOUNTER GROUPS TABLE

OPTIONAL QUEST 2

Group Name	Total # Foes	# Species	# Monster A	# Monster B	# Monster C	# Monster D	# Monster E
Evil Skeletar A	3-5	2-3	Evil Skeletar 2-3	Evil Relic 0-2	Spinner 0-2	-	-
Cosmo Turtle A	3-5	2-3	Cosmo Turtle 2-3	Evil Relic 0-2	Spinner 0-2	-	-
Spiral Sid A	3-5	2-3	Spiral Sid 2-3	Cosmocore 0-2	Spinner 0-2	Evil Skeletar 0-2	-
Sumo Bull A	3-5	2-3	Sumo Bull 2-3	Evil Relic 0-2	Cosmo Turtle 0-2	Evil Skeletar 0-2	-
Wonder Kong A	3-5	2-3	Wonder Kong 2-3	Sumo Bull 0-2	Trash Phantom 0-2	Spinner 0-2	-
White Wall A	3-5	2-3	White Wall 2-3	Sumo Bull 0-2	Cosmo Turtle 0-2	-	-
Moon Moon A	3-5	2-3	Moon Moon 2-3	Cosmocore 0-2	Wonder Kong 0-2	-	-
Hades Monk A	3-5	2-3	Hades Monk 2-3	White Wall 0-2	Wonder Kong 0-2	-	-
King Deimos A	3-5	2	King Deimos 2-3	Wonder Kong 0-2	Hades Monk 0-2	-	-
Orochi A	3-5	2	Orochi 2-3	Hades Monk 0-2	Moon Moon 0-2	-	-
Evil Skeletar Group	3-5	1	Evil Skeletar 3-5	-	-	-	-
Cosmo Turtle Group	3-5	1	Cosmo Turtle 3-5	-	-	-	-
Cosmocore Group	3-5	1	Cosmocore 3-5	-	-	-	-
Evil Relic Group	3-5	1	Evil Relic 3-5	-	-	-	-
Sumo Bull Group	3-5	1	Sumo Bull 3-5	-	-	-	-
Spinner Group	3-5	1	Spinner 3-5	-	-	-	-
Spiral Sid Group	3-5	1	Spiral Sid 3-5	-	-	-	-
Trash Phantom Group	3-5	1	Trash Phantom 3-5	-	-	-	-
White Wall Group	3-5	1	White Wall 3-5	-	-	-	-
Hades Monk Group	3-5	1	Hades Monk 3-5	-	-	-	-
Moon Moon Group	3-5	1	Moon Moon 3-5	-	-	-	-
Wonder Kong Group	3-5	1	Wonder Kong 3-5	-	-	-	-
King Deimos Group	3-5	1	King Deimos 3-5	-	-	-	-
Orochi Group	3-5	1	Orochi 3-5	-	-	-	-
Big Enemy Combo A	3-5	2-3	Sumo Bull 1-3	Cosmocore 1-3	Cosmo Turtle 0-3	-	-
Big Enemy Trio A	3-5	3	Trash Phantom 1-3	Cosmocore 1-3	Spiral Sid 1-3	-	-
Big Enemy Combo B	3-5	2-3	Wonder Kong 1-3	Cosmocore 1-3	Cosmo Turtle 0-3	-	-
Big Enemy Trio B	3-5	3	Trash Phantom 1-3	Wonder Kong 1-3	Spiral Sid 1-3	-	-
Moon Moon Combo	3-5	2	Moon Moon 1-3	Hades Monk 1-3	-	-	-
Big Enemy Combo C	3-5	2-3	Moon Moon 1-3	Wonder Kong 1-3	Cosmo Core 0-3	-	-
Big Enemy Trio C	3-5	3	White Wall 1-3	Trash Phantom 1-3	Hades Monk 1-3	-	-
Spinner Combo	3-5	2	Spinner 1-3	Hades Monk 1-3	-	-	-
King Deimos Combo	3-5	2	King Deimos 1-3	Orochi 1-3	-	-	-
Big Enemy Combo D	3-5	2-3	King Deimos 1-3	Moon Moon 1-3	White Wall 0-3	-	-
Big Enemy Trio D	3-5	3	Orochi 1-3	Hades Monk 1-3	Evil Relic 1-3	-	-

■ High Chance of Appearing



GHOST SHIP RANDOM ENCOUNTERS TABLE

MAXIMUM CHARACTER LEVEL FOR CHALLENGE BATTLES: 99

Location	Time	Rate	Group A	Group B	Group C	Group D	Group E
Passageway 1	-	Low	Evil Skeletar A	Cosmo Turtle A	Big Enemy Combo A	Evil Skeletar Group	Sumo Bull Group
Passageway 2	-	Low	Sumo Bull A	Spiral Sid A	Big Enemy Trio A	Cosmo Turtle Group	Cosmo Core Group
Hall A (Encounter with Young Man)	-	Low	Evil Skeletar A	Cosmo Turtle A	Cosmo Trutle Group	Evil Relic Group	Big Enemy Combo A
Hall B (1st Boss Battle)	-	Low	Sumo Bull A	Spiral Sid A	Cosmo Trutle Group	Sumo Bull Group	Big Enemy Trio A
Passageway 3	-	Low	White Wall A	Wonder Kong A	Big Enemy Combo B	White Wall Group	Spiral Sid Group
Passageway 4	-	Low	White Wall A	Wonder Kong A	Big Enemy Trio B	Spinner Group	Trash Phantom Group
Hall C (2nd Boss Battle)	-	Low	White Wall A	White Wall Group	Big Enemy Combo B	Big Enemy Trio B	-
Hall D (3rd Boss Battle)	-	Low	Wonder Kong A	White Wall Group	Big Enemy Combo B	Big Enemy Trio B	-
Passageway 5	-	Low	Moon Moon A	Hades Monk A	Big Enemy Combo C	Hades Monk Group	Wonder Kong Group
Passageway 6	-	Low	Moon Moon A	Hades Monk A	Big Enemy Trio C	Moon Moon Group	Moon Moon Combo
Hall E (4th Boss Battle)	-	Low	Moon Moon A	Moon Moon Combo	Big Enemy Combo C	Big Enemy Trio C	-
Hall F (5th Boss Battle)	-	Low	Hades Monk A	Moon Moon Combo	Big Enemy Combo C	Big Enemy Trio C	Spinner Combo
Passageway 7 (1st Half)	-	Low	King Deimos A	Orochi A	Big Enemy Combo D	King Deimos Group	King Deimos Combo
Passageway 7 (2nd Half)	-	Low	King Deimos A	Orochi A	Big Enemy Trio D	Orochi Group	-
Treasure Trove	-	Low	Big Enemy Combo D	Big Enemy Trio D	Moon Moon Combo	-	-



OPTIONAL QUEST 3 - GHOST SHIP: EXTREME

OPTIONAL QUEST 3

GHOST SHIP EXTREME



HUNTERS TABLE

ENCOUNTER GROUPS

ID	Name	HP	Barrier	Weakness	Kill	Points
171	Ghost Baphu	11667	-	Fire, Holy	30	2700
172	Shellknight Zombie	10500	-	Ice	30	2800
173	Blue Ogre	13333	-	Wind	30	2650
174	Spritz	13333	-	Elec	25	2150
175	Black Buffalo	13500	-	Holy	20	2600
176	Soul Epitaph	15000	-	Fire	25	2000
177	Skullwood	13500	-	-	30	2300
178	Phantom Claw	13333	-	Holy	30	2150
179	Spax	13333	-	Ice	30	2600
180	Grand Bee	10500	-	-	35	2450
181	Big Wall	12000	Jump	Wind	20	2400
182	Mad Stump	18000	-	Ice	30	2300
183	Phantom Sword	19500	Shield	Elec	25	2800
184	Quatro Fowl	12000	-	Fire	20	2050
185	Death Round	12000	-	Ice	20	2200
186	Ghoul	11667	-	Holy	30	2200
187	Cosmo Kong	10500	Shield	Fire, Holy	30	2650
188	Exploder	13333	Jump	Ice	20	2950
189	Evil Scrap	13333	-	Wind	28	2900
190	Garm	13500	-	Elec	30	1600
191	Devil Cluster	15000	-	Holy	20	2400
192	Devil Frog	13500	-	Fire	30	2200
193	Dark Monk	13333	-	-	30	3050
194	Devil Armor	13333	Jump	Holy	25	2850
195	Lord Clumpy	10500	-	Ice	30	2600
196	Cerberus	12000	-	-	30	2700
197	Dark Worm	18000	Shield	Wind	25	3200
198	Uruma	19500	-	Ice	20	3400
199	Solomo	12000	Barrier	Elec	20	3100
200	King Alacan	12000	-	Fire	20	3500

STAR CHART

SCENARIO FLOWCHART

Floor	Boss Encounter	Shop
10F	Fight Brazo de Pierrots	-
20F	Fight Necromantis	-
30F	Fight Iron Hammer	Shop
40F	Fight Paragryphon	-
50F	Fight Pandor	-
60F	Fight Gokilla	Shop
70F	Fight Guillotine Eddie	-
80F	Fight Best Leota	-
90F	Fight Jabor	Shop
100F	Fight Doppelganger	-

After having defeated Arabis in the Ghost Ship, you'll find a new NPC, named Minoc, by the save point at the Entrance. If you talk to him, he'll challenge you to get all seven of his questions correct. This is no easy task, since Minoc will randomly choose his questions from a list of about fifty possible options, and the position of the multiple choice answers will change if the same question is asked again. On top of this, you have no way of knowing if the questions you answered were right or not. You will only be told that you got a certain number right, but not which ones.



To ensure you get all the questions correct, here is a list of all available questions that Minoc will ask, along with their respective answers.

Seventh Mystery Q&A cheat sheet:

- Q Miyoko and Chie are always wandering aimlessly. How many times did you come across them?
A 4 Times
- Q How often does Arabis's Ghost Ship appear?
A Once every 40 years
- Q She's in love with pink and looks for it everywhere. Her boyfriend's just along for the ride. Who are they?
A Pinky & Arnim
- Q The crew of the Dorgenark always gives such good advice. Which one weighs the most?
A Davis



- Q** Valkog's hair is...
- A** Blonde
- Q** Dorgengoa recognizes Jaster as a pirate and gives him a coin. What's on it?
- A** A skull
- Q** Who was the galaxy's top shipwright, the man who built the Dorgenark along with Dorgengoa?
- A** Chrisden Ark
- Q** Toady can help transform your allies' weapons. Which of the following is one of Simon's most powerful launchers?
- A** Paradise Lost
- Q** Your friends all have their own swimming styles: Jaster does the breaststroke, Deego does the doggy paddle, and so on. But what about Simon?
- A** Flutter kick
- Q** One of Kisala's abilities is "Deadly Stench," wherein she lobs one of Dorgengoa's socks at a foe. If the enemy doesn't die it becomes...
- A** Poisoned
- Q** Kisala's "Mist Boots" are made out of which animal's fur?
- A** Galactic Mink
- Q** Who is Mariglenn's queen and Kisala's mother?
- A** Freidias
- Q** The Seven-Star Swords are legendary galactic treasures. Desert Claw gives you the Desert Seeker; which one does Raul leave in the church?
- A** Pride of Kings
- Q** The galaxy's treasures are noted in this adventure log, which happens to be Dorgengoa's favorite book.
- A** The Geo Record
- Q** You got through Arabis's Ghost Ship not too long ago, right? So which of these didn't show up while you were there?
- A** Sand Kraken
- Q** Jaster and his friends bounty hunt on the side. Which of these quarries is the "jungle master"?
- A** Beast Leone
- Q** What colour is the scarf that's part of Jaster's "Desert Claw" costume?
- A** Red
- Q** How many "oa"s did Monsha tack onto his whoa before crashing on Juraika?
- A** 4
- Q** Juraika's Jundeepest jungle is home to exceedingly fragrant coffee beans. What does everyone call this treasure?
- A** Burkaqua Mountain
- Q** What is the model number of Ragnar, the Mariglendan multipurpose android you met in the Sylvazard Desert labyrinth?
- A** R2947
- Q** The Sand Kraken was an ancient beast sleeping in the Sylvazard Desert labyrinth. How many legs does it have in total?
- A** 8
- Q** Let's see how sharp you are. What's the unit of currency in the Guin System?
- A** Zehn
- Q** Which of Steve's special attack abilities gives 120 percent power, all the time?
- A** Strange Beam
- Q** Which one of these is the tallest?
- A** Mish
- Q** Which beast did Jaster take on first?
- A** Baphu
- Q** How many piercings does Zegram have in his ears? (Hint: Get up close and look verrry carefully!)
- A** 2
- Q** Jupis was behind the Starship Factory takeover in Zerard. Who was the reporter that covered this breaking news?
- A** Lucy Dyne
- Q** Wait a while at the title screen to view the opening movie. Which character makes the most appearances next to Jaster?
- A** Kisala
- Q** What's the name of the guy quizzing you on the Seventh Mystery -- in other words, me?
- A** Minoc
- Q** Which one of these is not an Insector?
- A** Itsahuman
- Q** Who is not a receptionist at the Galaxy Corporation?
- A** Miralka
- Q** Which of these is a real beast?
- A** Smilier
- Q** The hunter Tamara Panola is right up there in the ranks. When she's on the prowl, where can you usually find her?
- A** Vedan Spaceport
- Q** Zegram is particularly fond of "Pirate's Grog." What's its alcohol percentage?
- A** 80%
- Q** What's the name of the Dorgenark's stylish lounge, where crewmembers can always relax?
- A** Veronica

OPTIONAL QUEST 3 - GHOST SHIP: EXTREME

- Q** The bartender at the Dorgenark's lounge shows up in the Insectron S-Rank match. What's his "ring name"?
A Jin Red
- Q** Desert Claw is a strong ally, appearing when you need him most. What's his real name?
A Mizel
- Q** Which of these is crushed into a powder and used as makeup by Burkaquan women?
A Yanan Fruit
- Q** What color is the pattern on Burkaquan Chief Ugozi's loin cloth?
A Orange
- Q** What's the name of the android Insector invented by Dr. Pocacchio?
A White Miracle
- Q** What is Dr. Pocacchio's full name?
A Donald Pokacho
- Q** In Chapter 13, Jaster and his friends gathered heart energy in the form of "Drigellums." What color was Deego's Drigellum?
A Orange
- Q** Which one of these female hunters very nearly caught the Myna tunnel beast known as The Rumored Ladyhunter?
A Tamara Panola
- Q** Who's the eternal rock star everyone talks about at the Myna Power Station Plaza?
A Safari
- Q** Zax Morarty has Myna under his thumb. You only get to see him in one cutscene, but what color was his suit?
A White
- Q** Each of Zax Morarty's henchmen make their own fashion statements, but which of the following was missing when they first appeared?
A Fancy eyeglasses
- Q** These blushing newlyweds accidentally came to Myna for their honeymoon.
A Brahms & Heidemarie
- Q** Faeries are the most elusive of Insectors. Amongst these, the shyest little sprite of all is the pigtailed?
A Mary Faerie
- Q** What is the official name of planet Mariglenn?
A Le Marie Glennecia
- Q** What was the name of the ultimate Drigellum, made from the hearts of the Mariglendans?
A Prayer
- Q** Henry and Robert are members of MIO's fanclub, and the two of them have her signature move down pat. Do you?
A Turn twice and "Kawaii!"

- Q** Jaster set off across the desert toward the Dorgenark to become a space pirate. Who was the man that lent him a yago?
A Katahari
- Q** The secret behind Monsha's luxurious coat is a balanced diet and...
A 3 hrs. of exercise every day
- Q** Jupis Tooki McGanel knows how to get ahead! When he joined the Dorgenark's crew, with what did he bribe Kisala?
A Dumplings
- Q** Lovely! Honey! MIO!! When MIO's in concert, what's the name of the clone robot that takes her place at the reception desk?
A MIO
- Q** The mysterious prisoner you meet in Rosencaster Prison is actually who?
A Admiral Banarge
- Q** Jaster and Kisala met in the Rosa desert. What were Kisala's first words to Jaster?
A "Over here!"
- Q** Jaster defeated his first quarry, the Scorching Alchemist, in the Salgin residential area. How many points did he earn?
A 20,000
- Q** The Draxian Empire is the sworn enemy of the Longardian military. Only one of Draxil's weapons appears in this game. Which one?
A Zenon D
- Q** Draxil is the sworn enemy of the Longardian Federation. What is its full name?
A The Draxilian Empire
- Q** Filio, Dario, and Sherio are three strange fellows living on Juraika. What's their real relationship?
A Good Friends
- Q** MIO is Zerard's favorite super-idol. Which of the following was the first to become a member of her fan club?
A Dr. Pocacchio
- Q** Travelers can only land on the ocean planet Alisita for a limited period of time. Who's responsible for this rule?
A The Galaxy Corporation
- Q** There's a beast out there that likes to eat Granshees like Jupis. What kind of beast is it, anyway?
A A bird
- Q** What was the name of *Rogue Galaxy* developer Level-5's first game?
A Dark Cloud
- Q** When did the legendary planet Mariglenn tuck itself away into another dimension?
A 10,000 years ago
- Q** Where do miners on Myna like to go after a hard day's work?
A Angela's Bar



Q Running, running, always running. What does Deego talk about most while out running from place to place?

A Military training

Q Which one of these people seems to have no interest in the Insectron?

A Professor Izel

After giving seven correct answers to Minoc's questions, he will give you the Key to the Underworld and leave behind a Thinking Circle.

When you use the Key to the Underworld at this Thinking Circle, you will be taken to the Ghost Ship Extreme. Be careful when you use the Key to the Underworld, because once you use it, you will not be allowed to go back to the original Ghost Ship until this hundred-floor extreme dungeon is cleared.

As you're wandering about this new version of the Ghost Ship, you'll find that it has several unique quirks compared to other dungeons in the game:

- 1 The floor designs will be randomly designed.

- 2 There are several elevators on each floor, but only one of them will take you up a floor.

- 3 Once you start this dungeon, there is no going back. If you do go back, via transporting, you will have to start all over again when you re-enter.

- 4 The auto-mapper is extremely limited. You can only see where you've been on any given floor.

To survive in this extreme ghost ship, you need to find save points. The other thing you must watch for is the rate at which you're consuming items. There is a shop on every thirtieth floor where you can stock up on supplies. In order not to run out of healing items, you need to ration how many items you can use over a ten-floor period. Nothing will make you feel more depressed over wasted effort than getting a Game Over due to over-consumption of items.

Since this dungeon is a one-way trip to the top, it's the single best place to finish off your beast hunting quotas. However, certain groups of beasts will only appear on certain floors. With that in mind you should be aware that the beast groups will change after every thirty floors.

GHOST SHIP EXTREME ENCOUNTER GROUPS TABLE

OPTIONAL QUEST 3

Group Name	Total # Foes	# Species	# Monster A	# Monster B	# Monster C	# Monster D	# Monster E
Ghost Baphu A	3-5	2-3	Ghost Baphu 2-3	Evil Relic 0-2	Soul Epitaph 0-2	Skullwood 0-2	-
Shellknight Zombie A	3-5	2-3	Shellknight Zombie 2-3	Evil Relic 0-2	Soul Epitaph 0-2	Skullwood 0-2	-
Blue Ogre A	3-5	2-3	Blue Ogre 2-3	Evil Relic 0-2	Soul Epitaph 0-2	Skullwood 0-2	-
Black Buffalo A	3-5	2-3	Black Buffalo 2-3	Evil Relic 0-2	Soul Epitaph 0-2	Skullwood 0-2	-
Spax A	3-5	2-3	Spax 2-3	Mad Stump 0-2	Phantom Claw 0-2	Grand Bee 0-2	Quatro Fowl 0-2
Big Wall A	3-5	2-3	Big Wall 2-3	Mad Stump 0-2	Phantom Claw 0-2	Grand Bee 0-2	Quatro Fowl 0-2
Phantom Sword A	3-5	2-3	Phantom Sword 2-3	Mad Stump 0-2	Phantom Claw 0-2	Grand Bee 0-2	Quatro Fowl 0-2
Cosmo Kong A	3-5	2-3	Cosmo Kong 2-3	Death Round 0-2	Ghoul 0-2	Garm 0-2	Devil Cluster 0-2
Exploder A	3-5	2-3	Exploder 2-3	Death Round 0-2	Ghoul 0-2	Garm 0-2	Devil Cluster 0-2
Evil Scrap A	3-5	2-3	Evil Scrap 2-3	Death Round 0-2	Ghoul 0-2	Garm 0-2	Devil Cluster 0-2
Devil Frog A	3-5	2-3	Devil Frog 2-3	Death Round 0-2	Ghoul 0-2	Garm 0-2	Devil Cluster 0-2
Devil Armor A	3-5	2-3	Devil Armor 2-3	Dark Monk 0-2	Lord Clumpy 0-2	Cerberus 0-2	-
Dark Worm A	3-5	2	Dark Worm 2-3	Dark Monk 0-2	Lord Clumpy 0-2	Cerberus 0-2	-
Uruma A	3-5	2	Uruma 2-3	Dark Monk 0-2	Lord Clumpy 0-2	Cerberus 0-2	-
Solomo A	3-5	2	Solomo 2-3	Dark Monk 0-2	Lord Clumpy 0-2	Cerberus 0-2	-
King Alacan A	3-5	2	King Alacan 2-3	Dark Monk 0-2	Lord Clumpy 0-2	Cerberus 0-2	-
Ghost Baphu Group	3-5	1	Ghost Baphu 3-5	-	-	-	-
Shellknight Zombie Group	3-5	1	Shellknight Zombie 3-5	-	-	-	-
Blue Ogre Group	3-5	1	Blue Ogre 3-5	-	-	-	-
Spritz Group	3-5	1	Spritz 3-5	-	-	-	-
Black Buffalo Group	3-5	1	Black Buffalo 3-5	-	-	-	-
Soul Epitaph Group	3-5	1	Soul Epitaph 3-5	-	-	-	-
Skullwood Group	3-5	1	Skullwood 3-5	-	-	-	-
Phantom Claw Group	3-5	1	Phantom Claw 3-5	-	-	-	-
Spax Group	3-5	1	Spax 3-5	-	-	-	-
Grand Bee Group	3-5	1	Grand Bee 3-5	-	-	-	-
Big Wall Group	3-5	1	Big Wall 3-5	-	-	-	-
Mad Stump Group	3-5	1	Mad Stump 3-5	-	-	-	-
Phantom Sword Group	3-5	1	Phantom Sword 3-5	-	-	-	-

■ High Chance of Appearing

OPTIONAL QUEST 3 - GHOST SHIP: EXTREME

GHOST SHIP EXTREME ENCOUNTER GROUPS TABLE

OPTIONAL QUEST 3

Group Name	Total # Foes	# Species	# Monster A	# Monster B	# Monster C	# Monster D	# Monster E
Quatro Fowl Group	3-5	1	Quatro Fowl 3-5	-	-	-	-
Death Round Group	3-5	1	Death Round 3-5	-	-	-	-
Ghoul Group	3-5	1	Ghoul 3-5	-	-	-	-
Cosmo Kong Group	3-5	1	Cosmo Kong 3-5	-	-	-	-
Evil Scrap Group	3-5	1	Evil Scrap 3-5	-	-	-	-
Garm Group	3-5	1	Garm 3-5	-	-	-	-
Devil Cluster Group	3-5	1	Devil Cluster 3-5	-	-	-	-
Devil Frog Group	3-5	1	Devil Frog 3-5	-	-	-	-
Dark Monk Group	3-5	1	Dark Monk 3-5	-	-	-	-
Devil Armor Group	3-5	1	Devil Armor 3-5	-	-	-	-
Lord Clumpy Group	3-5	1	Lord Clumpy 3-5	-	-	-	-
Cerberus Group	3-5	1	Cerberus 3-5	-	-	-	-
Dark Worm Group	3-5	1	Dark Worm 3-5	-	-	-	-
Uruma Group	3-5	1	Uruma 3-5	-	-	-	-
Solomo Group	3-5	1	Solomo 3-5	-	-	-	-
King Alacan Group	3-5	1	King Alacan 3-5	-	-	-	-
Big Enemy Combo A	3-5	2	Black Buffalo 1-3	Ghost Baphu 1-3	Shellknight Zombie 1-3	Blue Ogre 1-3	-
Big Enemy Trio A	3-5	3	Ghost Baphu 1-3	Shellknight Zombie 1-3	Blue Ogre 1-3	-	-
Big Enemy Combo B	3-5	2	Spax 1-3	Mad Stump 1-3	-	-	-
Big Enemy Trio B	3-5	3	Spax 1-3	Big Wall 1-3	Phantom Sword 1-3	-	-
Big Enemy Combo C	3-5	2	Exploder 1-3	Cosmo Kong 1-3	-	-	-
Big Enemy Trio C	3-5	3	Exploder 1-3	Evil Scrap 1-3	Devil Cluster 1-3	-	-
Big Enemy Combo D	3-5	2	Devil Armor 1-3	King Alacan 1-3	-	-	-
Big Enemy Trio D	3-5	3	Devil Armor 1-3	Uruma 1-3	Solomo 1-3	-	-

■ High Chance of Appearing

GHOST SHIP EXTREME RANDOM ENCOUNTERS TABLE

MAXIMUM CHARACTER LEVEL FOR CHALLENGE BATTLES: 99

Location	Time	Rate	Group A	Group B	Group C	Group D	Group E
1st Part: 01-10F	-	Low	Ghost Baphu A	Shellknight Zombie A	Ghost Baphu Group	Skullwood Group	Spritz Group
1st Part 11-20F	-	Low	Ghost Baphu A	Shellknight Zombie A	Shellknight Zombie Group	Soul Epitaph Group	Big Enemy Combo A
1st Part 21-30F	-	Low	Shellknight Zombie A	Blue Ogre A	Black Buffalo Group	Black Buffalo A	Big Enemy Trio A
2nd Part 31-40F	-	Low	Spax A	Phantom Sword A	Phantom Claw Group	Grand Bee Group	Mad Stump Group
2nd Part 41-50F	-	Low	Spax A	Phantom Sword A	Spax Group	Devil Cluster Group	Big Enemy Combo B
2nd Part 51-60F	-	Low	Spax A	Big Wall A	Phantom Sword Group	Grand Bee Group	Big Enemy Trio B
3rd Part 61-70F	-	Low	Skullwood A	Devil Frog A	Ghoul Group	Garm Group	Death Round Group
3rd Part 71-80F	-	Low	Skullwood A	Devil Frog A	Ghoul Group	Devil Frog Group	Big Enemy Combo C
3rd Part 81-90F	-	Low	Skullwood A	Exploder A	Evil Scrap Group	Quatro Fowl Group	Big Enemy Trio C
4th Part 91-93F	-	Low	Devil Armor A	Death Round A	Devil Armor Group	Dark Monk Group	Dark Worm Group
4th Part 94-96F	-	Low	Devil Armor A	Uruma A	Uruma Group	Dark Monk Group	Big Enemy Combo D
4th Part 97-100F	-	Low	Devil Armor A	King Alacan A	King Alacan Group	Lord Clumpy Group	Big Enemy Trio D



What follows now is a list of all bosses and shops as they appear in the order you'll come across them.

BOSS FIGHT: BRAZO DE PIERROTS (10F)

STATS (1)						
HP	13460	ATK	529	DEF	1000	WEAK ELEC & HOLY
STATS (2)						
HP	13460	ATK	529	DEF	1000	WEAK ICE
STATS (3)						
HP	13460	ATK	529	DEF	1000	WEAK WIND
LOOT						
XP	60000	ZEHN	2856	ITEMS	NONE	

→ Have Lilika focus on this target first, since he's weak against Fire damage.



Boss Strategy

OPTIMAL PARTY: JASTER, LILIKA, ZEGRAM

Lilika and Zegram have natural Daze resistance. Equip everyone else with Daze Guards since it's the only status effect that these three use. They don't even use any magic. They're devoted to melee.

Set the Team Command to Step Back, and start by controlling Lilika. Have Zegram use Drunken Burst, then activate Blast Arrow and snipe the boss in the top hat until he dies.

Switch to Jaster and activate Drunken Burst. Use your gun to kill the enemy with bowling pins for hands. By the time he dies, the last guy will have very little health left and is easily to finish off.

BOSS FIGHT: NECROMANTIS (20F)

STATS						
HP	27256	ATK	548	DEF	1200	WEAK ELEC
LOOT						
XP	60000	ZEHN	2737	ITEMS	NONE	

→ Use your friends as bait as much as possible. When Necromantis stomps, run away or block.



Boss Strategy

OPTIMAL PARTY: JASTER, LILIKA, ZEGRAM

Again, Daze protection is all you need. Necromantis wields both physical attacks and a stomp attack.

Drunken Burst or Warrior's Battle Cry will work equally well. Control Jaster and lay into the boss with Flash Sword, since he's weak against Lightning damage. Back away when it leaps into the air to avoid getting seriously damaged.

GHOST SHIP EXTREME MERCHANT

VENDOR: MORISH

TYPE	NAME	REQ.	AMT.	PRICE
Recovery	Heal Potion	-	Inf.	50
Recovery	Max Heal	-	Inf.	150
Recovery	Tri-Heal	-	Inf.	80
Recovery	Recharge Drink	-	Inf.	70
Recovery	Tri-Charge	-	Inf.	120
Recovery	Resurrection	-	Inf.	200
Recovery	Divine Healing	-	Inf.	200
Battle	Strength Star	-	Inf.	250
Battle	Guardian Sphere	-	Inf.	250
Battle	Divine Protection	-	Inf.	200
Crystal	Ruby	-	Inf.	400

BOSS FIGHT: IRON HAMMER (30F)

STATS						
HP	27592	ATK	609	DEF	1200	WEAK HOLY
LOOT						
XP	60000	ZEHN	2737	ITEMS	NONE	

→ Control Simon and keep your distance so you can heal and buff your teammates with Gelanamin X.



Boss Strategy

OPTIMAL PARTY: JASTER, DEEGO, SIMON

Once again, equip Daze Guards all around. This boss requires you to jump up and strike his head, so you'll want to bring your heavy hitters with you. Jaster's the most powerful, of course. Deego and Zegram also have Attack Up Lv3, but Deego's attacks have a natural Holy quality and this boss is weak against that, so he's a better choice. Use Flash Sword and Top Dog for an extra boost.



OPTIONAL QUEST 3 - GHOST SHIP: EXTREME

BOSS FIGHT: PARAGRYPHON (40F)

STATS							
HP	27928	ATK	548	DEF	1200	WEAK	WIND

LOOT					
XP	60000	ZEHN	2737	ITEMS	NONE

→ Paragryphon's laser "hurts", and he uses it every few seconds.

Boss Strategy

OPTIMAL PARTY: JASTER, ZEGRAM, SIMON

Paragryphon has a laser attack that does Lightning damage and a Fire-based breath weapon, so give everyone Plasma Shields. Weaken him with ranged attacks if you like, then use Fire Sword and Flash Sword and get up close. In this phase, keep Simon back and use him to heal and keep Gelanamin X active.



BOSS FIGHT: GOKILLAS (60F)

STATS							
HP	10000 (EACH)	ATK	599	DEF	1300	WEAK	NONE

LOOT					
XP	60000	ZEHN	277	ITEMS	NONE

→ Three Supernovas is all it takes to wipe them out.

Boss Strategy

OPTIMAL PARTY: JASTER, KISALA, ZEGRAM

These cockroaches swarm you and hit as hard as other bosses, but their combined HP is relatively low. Spam a triple attack like Supernova to make this fight trivial.



BOSS FIGHT: PANDOR (50F)

STATS							
HP	28266	ATK	548	DEF	1200	WEAK	HOLY

LOOT					
XP	60000	ZEHN	2737	ITEMS	HUNTER COIN

→ The first thing to do is use the Barrier Break Shot.

Boss Strategy

OPTIMAL PARTY: JASTER, DEEGO, SIMON

Pandor's Fire breath is best countered with Prominence Shields. After taking care of Pandor's barrier, let Jaster and Deego get close while Simon heals. Simon can help out with ranged attacks after using Ghost Buster, since Pandor is slightly weak against Holy damage.



BOSS FIGHT: GUILLOTINE EDDIE (70F)

STATS							
HP	28938	ATK	599	DEF	1300	WEAK	HOLY

LOOT					
XP	60000	ZEHN	2776	ITEMS	NONE

→ Eddie has a slight Holy weakness, so Simon is your best choice for ranged attacks.

Boss Strategy

OPTIMAL PARTY: JASTER, DEEGO, SIMON

Equip Daze Guards as usual, and then let Deego and Jaster go to town with Top Dog and Flash Sword. Simon can again help out with Ghost Buster in between throwing heals and renewing Gelanamin X.



GHOST SHIP EXTREME MERCHANT

VENDOR: POTATON

TYPE	NAME	REQ.	AMT.	PRICE
Recovery	Heal Potion	-	Inf.	50
Recovery	Max Heal	-	Inf.	150
Recovery	Perfect Heal	-	Inf.	300
Recovery	Recharge Drink	-	Inf.	70
Recovery	Tri-Charge	-	Inf.	120
Recovery	Elixir	-	Inf.	250
Recovery	Resurrection	-	Inf.	200
Recovery	Tri-Resurrection	-	Inf.	500
Food	Pirate's Grog	-	Inf.	250





BOSS FIGHT: BEAST LEONA (80F)

STATS					
HP	29276	ATK	599	DEF	1300
				WEAK	FIRE
STATS (CRYSTAL)					
HP	7000	ATK	0	DEF	1000
				WEAK	FIRE
LOOT					
XP	60000	ZEHN	2776	ITEMS	NONE

→ The crystal on his head is your first target.

Boss Strategy

OPTIMAL PARTY: JASTER, LILIKA, ZEGRAM

Flame Guards are probably the most useful equipment during this fight. Use Flash Sword and Fire Sword to boost your attacks. Keep Lilika at a distance and shoot the crystal with Blast Arrow. Once it's destroyed, you can focus your fire on the Beast.



GHOST SHIP EXTREME MERCHANT

VENDOR: PATAK

TYPE	NAME	REQ.	AMT.	PRICE
Recovery	Heal Potion	-	Inf.	50
Recovery	Max Heal	-	Inf.	150
Recovery	Tri-Heal	-	Inf.	80
Recovery	Recharge Drink	-	Inf.	70
Recovery	Elixir	-	Inf.	250
Recovery	Resurrection	-	Inf.	200
Recovery	Tri-Resurrection	-	Inf.	500
Recovery	Divine Healing	-	Inf.	200
Battle	Brave Symbol	F	Inf.	250
Crystal	Stella Crystal	-	Inf.	700

BOSS FIGHT: JABOR (90F)

STATS					
HP	29612	ATK	321	DEF	1400
				WEAK	ICE & HOLY
LOOT					
XP	100000	ZEHN	2965	ITEMS	NONE

→ His spin attack can easily wipe your party out. Keep Jaster well away so he can revive his allies.

Boss Strategy

OPTIMAL PARTY: JASTER, KISALA, DEEGO

First, hit him with the Barrier Break Shot. Jabor is slightly vulnerable to Ice, so have Kisala and Deego boost their attacks with Dagger Slash and Top Dog. Keep your distance with Jaster so he can heal. Use Illusion Sword to help attack safely.



BOSS FIGHT: DOPPELGANGER (100F)

STATS					
HP	29612	ATK	421	DEF	4000
				WEAK	ICE & HOLY
LOOT					
XP	120000	ZEHN	3425	ITEMS	NONE

→ His jumps have the annoying ability to break your target lock.

Boss Strategy

OPTIMAL PARTY: JASTER, KISALA, DEEGO

The final boss hits hard and has high Defense, but otherwise it's a standard fight. Wear Daze Guards and send Kisala and Deego in with boosted weapons. As with Jabor, Jaster should keep his distance for heals and Illusion Sword spamming.



After you defeat the Doppelganger at the top of this tower, you'll receive Kisala's Swimsuit, Beach Sandals, and a Royal Fruit. You'll return to the entrance of the normal Ghost Ship, this time with the Thinking Circle waiting for you to use the Key to the Underworld to challenge this place again. If you manage to clear the Ghost Ship: Extreme a second time, you'll receive Sho's Clothes for Simon.



PLANET

Ohayo, minna-san! I'm MIO, the Galaxy Corporation's special idol! I'm every Hunter's best friend! Come see me at Galaxy Corporation HQ on Zerard when you want to upgrade your Hunter License with Hunter Coins you've collected!

Do you want me to be happy when you come and see me? Of course you do! So whenever you come see me, you should make sure you've done something special from my list! My list is how I tell the *sekushii* Hunters from the losers.

If you can do everything on my list, you're the ultimate master of *Rogue Galaxy*, and the ultimate Hunter! You even get a super-special *kawaii* character outfit as a reward for every goal you complete, too! I know doing everything must sound hard, but don't worry! MIO's thought of everything! Just read all of the super information MIO's special assistants put together about completing my list and you'll know exactly what to do. *Benkyou ni naru desho, ne?*

Meet me on Zerard!

Love,
MIO
xoxoxo

P.S. Oh, MIO almost forgot! Here is a copy of my list! Just check off a little box whenever you're finished!

MIO'S CHECKLIST

- | | |
|--------------------------|--|
| <input type="checkbox"/> | Get the top Hunter Ranking! (Page 172)
Reward: Desert Claw's Outfit for Jaster |
| <input type="checkbox"/> | Get all the Rare Items! (Page 172)
Reward: Zero-G Suit for Simon |
| <input type="checkbox"/> | Hunt every Quarry! (Page 173)
Reward: Sun Beloved's Wear for Lilika |
| <input type="checkbox"/> | Hunt every monster in the game! (Page 179)
Reward: Arina's Sleeve & Aura Shoes for Kisala |
| <input type="checkbox"/> | Conquer the Insectron Stadium! (Page 183)
Reward: Hi-Tech Mobile Wear for Jupis |
| <input type="checkbox"/> | Complete every character's Revelation Flow! (Page 184)
Reward: Full Metal Jacket for Deego |
| <input type="checkbox"/> | Complete the Frog Log! (Page 185)
Reward: Midnight Cloak for Zegram |
| <input type="checkbox"/> | Manufacture every blueprint in the game! (Page 220)
Reward: Izerium Armor for Steve |





ACHIEVING THE TOP HUNTER RANKING

The first item on MIO's completion checklist is to get to the top of the Hunter Rankings. You can check the current standings by going into the Battle Recorder menu and pressing R1 to highlight the Ranking tab.

What makes this difficult is that other hunters will be gaining points at the start of every chapter. It's frustrating to climb the rankings, bit by bit, only to drop a few ranks because you can't keep up with the other hunters. It's best that you don't check in your points at all until you've assured yourself the top spot.



Go for the top spot in Chapter 12.

During the twelfth chapter, Desert Claw holds the top spot, with 415,750 points. If you defeat all quarry monsters, except those that demand you have a certain hunter rank, you will get 305,000 points right off the bat. That leaves you a little over 110,000 left from satisfying monster hunting quotas.

If you don't have enough points to get past the 415,750 point total, then you should go hunting for commonly found monsters and complete their quotas. Once you've amassed the necessary points, it's time to check them in. Don't wait till Chapter 13, or Desert Claw will have 437,410 points.

Upon completing this task, you'll receive rewards for each rank you achieved. Jumping to Rank 1 from 100 means you will collect all of the rewards for all the ranks that you leapfrogged over.

RANKING PRIZES

Rank	Prize
1	Hunter Coin x7, Dazzling Halo x1
2	Hunter Coin x5, Gustraiser x1
3	Hunter Coin x5, Treasure's Sway x1
4	Hunter Coin x3, Prominence Shield x1
5	Hunter Coin x3, Battle Feed x5
6	Hunter Coin x3, Strength Star x2
7	Hunter Coin x2, Storm Shield x1
8	Hunter Coin x2, Flame Shield x1
9	Hunter Coin x2, Scylla Breath x1
10	Hunter Coin x2, Hyper Crystal x1
20	Hunter Coin x1, Perfect Elixir x5
30	Hunter Coin x1, Chaos Vulture x1
40	Hunter Coin x1, Deep Squid x1
50	Hunter Coin x1, Perfect Elixir x2

The way to the top is easy if you defeat most of the Quarry monsters. Those optional boss monsters give you loads of points. Since all Quarries become available in Chapter 12, that is the time to go for the top spot.



Don't check in your points until you're sure you can beat Desert Claw.

Keep in mind that you'll receive a total of 38 Hunter Coins at once for making it to the top of the leaderboard. Make sure you have enough room in your inventory for them, or you'll have to discard the extras.

If you go to see MIO while Jaster is #1 in the Hunter Rankings, you will get Desert Claw's Outfit as a reward.

COLLECTING RARE ITEMS

MIO in Zerard tells you there are nine rare items spread throughout the galaxy, and she'll give you a prize if you find them all. Here's how to obtain each one along with the earliest chapter you can get them.

Annals of Hades - Chapter 7: This one is easy once you have the Platinum License, though getting the license itself can be a chore. With the license the book is available from Item Shop Corbis on Vedan.

Character Mug - Chapter 7: Teleport to Zerard - East Side. Go west past Joseph's shop and talk to Oakton (p. 65). At the entrance of the Starship Factory, talk to Louick (p. 77). Teleport to Pocacchio's Lab, and go inside. You should find a small box that contains the Character Mug. You can also talk to Ikarot outside for a Perfect Elixir.

Maid Robot Betty - Chapter 7: Maid Robot Betty has to be produced in the factory. Louin (p. 77) in the factory has the mechanical oddjobber blueprint you need. You'll need these parts: **Nanomemory x8; O3 CPU x1; Biofeedback Circuit x1; Walkie-Talkie x2.** See p. 266 for a detailed schematic.

Lepognon Mammoth Tusk - Chapter 8: Purchase the Tower Predator quarry from Faye at the Galaxy Corporation. Use a Perfect Elixir at the thinking circle in the Gladius Tower and defeat Lepognon Mammoth. Talk to the man who appears; his name is Watclose (p. 120). Apparently the beast's horns fell from the tower. Speak to Linda (p. 116) at the Gladius Towers Bridge just north of the Galaxy Corporation, and she'll send you to the prison waste disposal. Head there to find the Lepognon Mammoth Tusk.

Mirror of Truth - Chapter 8: Teleport to Vedan - Spaceport - Depot and enter the area with the trains. Take the path on the far right to find Gyzer (p. 86). Talk to him with all 8 members of your crew so he can psycho-analyze them. Finally speak to him with Jaster again to obtain the Mirror of Truth.

Arbin's Chalice - Chapter 8: In the southern part of Burkaqua Village, speak to Souie (p. 59). Teleport to the Spring area and head south to find the old woman Balmon (p. 55). She doesn't like outsiders, so you need to fool her into thinking you're from the jungle. Have your characters wear these outfits: **Jaster - Jungle Coat** (chest in Juraika); **Lilika - Warrior's Clothes** (Lilika's starting outfit); **Kisala - Tribal Two-Piece** (defeat the Rumored Ladyhunter quarry). Speak to her while wearing these clothes and you get Arbin's Chalice.

Rakshasa Heart - Chapter 8: Near the entrance to the Cancer King's Ruins, find Minty (p. 109) to hear about a strange object. Dig in trash can east of Item Shop Corbis to recover the Rakshasa Heart.

Shiska's Necklace - Chapter 10: In the Plaza of Johannsburg talk to Rydel (p. 132) several times to hear his long story. Head to the far south house and check the pot he refers to for Shiska's Necklace.

Luvanda Blade - Chapter 11: Warp to Rosa - Ancient Ruins - Near the Tunnel. Find an NPC named Muskul (p. 96) to hear about a special sword. Teleport to Labyrinth - Near the Core and talk to the Strange Animal (p. 126) you find there. He gives you the Luvanda Blade.

Once you have all nine items, return to MIO for your Zero-G Suit.

COMPLETE BOUNTY HUNTING GUIDE

Part of completing MIO's checklist is the task of defeating twenty-one optional bosses called Quarries. Quarries become available to challenge after you've defeated Jupis in Chapter 5. You can challenge these quarries by checking with the Quarry Shop in the Galaxy Corporation Desk to the north of MIO. Check back with Faye, who issues these challenges for a small fee, every so often. These difficult monsters will only become available in certain Chapters.

We strongly recommend that you challenge these foes once all the Quarries can be issued, at the start of Chapter 12. This will make the battles much easier, and you'll have a bit more freedom in the characters you can choose in fighting them. However, those seeking a good challenge should accept these challenges as soon as they become available.



Keep in mind that these fights are completely optional, and it's entirely possible to accept a challenge and not run into these foes. There'll be Thinking Circles at these locations once you purchase the quarry information.

When you defeat one of these monsters, you can check in for a boatload of Hunter Points. If you want to achieve the top Hunter Ranking, defeating these optional bosses is a good way to climb the leader board in short order. The following pages will highlight everything you need to know about each of these monsters.

After you've defeated them all and checked in your points, talk to MIO and she'll give you the Sun's Beloved Wear, an outfit for Lilika.

THE TOMB GUARDIAN

MEETING CONDITION: HOLD UP A MIRROR UNIT

Availability: Chapter 5
(After defeating Jupis)

Price: 800

Hunter Points: 8500

Location: Vedan/Myna/
North Observation Deck

Name - Flabbergazer

Stats - HP: 15000, **Attack:** 180, **Defense:** 250, **Weak:** Elec

Loot - Exp: 10000, **Zehn:** 896-1120, **Items:** Guardian 44

Strategy:



Much like other giant-type monsters, you need to jump up and attack the Flabbergazer's head. It's weak against electrical attacks, so Flash Sword will help a lot. When you see him jump into the air, prepare to block to reduce the damage from the shockwave.

THE CAVE BANDIT

MEETING CONDITION: HOLD UP A STELLA CRYSTAL

Availability: Chapter 5
(After defeating Jupis)

Price: 800

Hunter Points: 18000

Location: Vedan/Rockbelter Mines/
Tablet Pit

Name - Paul the Ripper

Stats - HP: 40000, **Attack:** 460, **Defense:** 1000, **Weak:** None

Loot - Exp: 10000, **Zehn:** 1568-1960, **Items:** Winter's Chill

Strategy:



This monstrous Baphu carries a huge hammer that gives it incredible attacking range and power. This monster is considerably tougher than Flabbergazer, so use Gelamin X to increase both your Attack and Defense parameters, then use Illusion Sword to inflict damage at a rapid clip. Don't take this guy on until you're close to the end of the game.

CORPORATION HQ QUARRY SHOP

VENDOR: FAYE

Type	Name	Req.Amount	Price
Bounty(5C)	The Tomb Guardian	1	800
Bounty(5C)	The Cave Bandit	1	800
Bounty(7)	The Steel Shipwright	1	1500
Bounty(7)	The Wayward Phantasm	1	1300
Bounty(7)	The Voracious Wanderer	1	1200
Bounty(8B)	The Jungle Master	1	2400
Bounty(8A)	The Shapeless Assassin	1	1400
Bounty(8C)	The Sin-Steeped Drifter	1	1200
Bounty(8D)	The Rumored Ladyhunter	1	1200
Bounty(8A)	The Tower Predator	1	1800
Bounty(8A)	The Tower Matador	1	1800
Bounty(9A)	The Seaside Menace	1	2200
Bounty(9A)	Raft to the Underworld	1	2400
Bounty(10)	The Desert Idol	1	1600
Bounty(10)	The Winged Traveler	1	1600
Bounty(9A)	The Rock 'n' Roller	1	1500
Bounty(11)	The Fallen Monarch	1	1600
Bounty(9B)	The Ancient Fairy	1	1800
Bounty(9C)	The Labyrinth Terror	1	2000
Bounty(12)	The Rogue Pirates	1	2200
Bounty(12)	The Envoy From On High	1	2400

The numbers in brackets indicates the chapter in which the quarry becomes available.

5C = After defeating Jupis.

8A = Start of the chapter.

8B = After claiming one Key Pieces.

8C = Just before claiming second Key Piece.

8D = After claiming two Key Pieces.

9A = After claiming three Key Pieces.

9B = After opening way to Labyrinth.

9C = After defeating Ragnar.



THE STEEL SHIPWRIGHT

MEETING CONDITION: HOLD UP A CYCLONIC PUMP

Availability: Chapter 7

Price: 1500

Hunter Points: 14500

Location: Zerard/Starship Factory/
Assembly Line 3A

Name - Strike Ogre

Stats - HP: 15000, **Attack:** 200, **Defense:** 250, **Weak:** Holy

Loot - Exp: 10000, **Zehn:** 896-1120, **Items:** Grandius



Strategy:



As with any monster of the Ogre variety, you have to jump up and attack him to inflict any damage. The Strike Ogre is weak against Holy, so Illusion Sword and Ghost Buster are both deadly against this quarry.

THE VORACIOUS WANDERER

MEETING CONDITION: HOLD UP A PRIMEVAL BEEF

Availability: Chapter 7

Price: 1200

Hunter Points: 10000

Location: Rose Nebula/Dorgenark/Deck

Name - Hammerhead

Stats - HP: 18000, **Attack:** 276, **Defense:** 300, **Weak:** Wind

Loot - Exp: 10000, **Zehn:** 1120-1400, **Items:** Cosmo Jacket



Strategy:



Remember the Devilers from Chapter 2? This beast's attack pattern resembles theirs. The Hammerhead starts off right in front of you, but when it starts to fly around the ship at high speeds, use projectile attacks to stun it so you can start hitting it again.

THE WAYWARD PHANTASM

MEETING CONDITION: HOLD UP A CRYSTAL STAFF

Availability: Chapter 7

Price: 1300

Hunter Points: 12000

Location: Rosa/Ancient Ruins

Name - Dark Messiah

Stats - HP: 15000, **Attack:** 180, **Defense:** 250, **Weak:** Elec

Loot - Exp: 10000, **Zehn:** 896-1120, **Items:** Prominence Shield



Strategy:



You won't be able to get a Crystal Staff until near the end of the game, even though you can buy the quarry sheet in Chapter 7. This beast is very easy to beat if you combine Flash Sword with Drunken Burst or a Strength Star.

THE JUNGLE MASTER

MEETING CONDITION: HOLD UP A CURSED MASK

Availability: Chapter 8

(After collecting one Key Piece)

Price: 2400

Hunter Points: 45000

Location: Juraika/Path to the Ruins/Plaza

Name - Beast Leone

Stats (Body) - HP: 40000, **Attack:** 450, **Defense:** 1000, **Weak:** Fire

Stats (Crystal) - HP: 4000, **Attack:** 0, **Defense:** 1000, **Weak:** None

Loot - Exp: 10000, **Zehn:** 1568-1940, **Items:** Heavenly Guide Bow



Strategy:



This unique monster will give you the single highest point total out of all the quarry beasts. He's weak against fire, so having Simon or Zegram in your party can help a lot. The first thing you need to do is to destroy that crystal on its forehead by jumping up to attack it. Once that's destroyed, you can attack Leone with all your might and it will go down.

SIDEQUESTING

THE SHAPELESS ASSASSIN

MEETING CONDITION: HOLD UP A SMOKED RAINBOW NEWT

Availability: Chapter 8**Price:** 1400**Hunter Points:** 13500**Location:** Vedan/Cancer King's Ruins/
Area 2**Name** - Megalomantis**Stats** - HP: 18000, **Attack:** 285, **Defense:** 300, **Weak:** Ice**Loot** - Exp: 10000, **Zehn:** 1120-1400, **Items:** Riding Outfit**Strategy:**

The Megalomantis is surprisingly small, but it can still put up a decent fight. Just use any abilities that increase your damage output to take this beast on. Keep an eye on your characters' HP as you fight.

THE SIN-STEEPED DRIFTER

MEETING CONDITION: HOLD UP A MYRIAD BRANCH

Availability: Chapter 8

(Just before collecting the second Key Piece)

Price: 1200**Hunter Points:** 17500**Location:** Juraika/Path to Burkaqua/
Dead-End**Name** - Tengulsam**Stats** - HP: 18000, **Attack:** 270, **Defense:** 300, **Weak:** Fire**Loot** - Exp: 10000, **Zehn:** 1120-1400, **Items:** Mist Edges**Strategy:**

The Dead-End in question is the one to the east of the save point "Creekside" on the Path to Burkaqua. Tengulsam is really a giant wall of wood, which means he's quite weak against fire attacks. Treat this quarry like it's a powerful wall-type enemy. Jump up to attack him, and the battle will be over shortly.

THE RUMORED LADYHUNTER

MEETING CONDITION: KISALA AND LILIKA IN THE PARTY, AND HOLD UP A MAGIC LIPSTICK

Availability: Chapter 8

(After collecting two Key Pieces)

Price: 1200**Hunter Points:** 16000**Location:** Vedan/Myna/
Tunnel to South Myna Station**Name** - Garuski**Stats** - HP: 18000, **Attack:** 300, **Defense:** 300, **Weak:** None**Loot** - Exp: 10000, **Zehn:** 1120-1400, **Items:** Tribal Two-Piece**Strategy:**

Even though Garuski starts with a Shield, a CPU-controlled Lilika can get rid of it before you can even move. Despite its stats, Garuski doesn't seem to inflict any serious damage compared to some of the other quarries. Hit this big ape with whatever you have available.

THE TOWER PREDATOR

MEETING CONDITION: HOLD UP A PERFECT ELIXIR

Availability: Chapter 8**Price:** 1800**Hunter Points:** 13000**Location:** Zerard/Gladius Towers/
7F Upper Bridge**Name** - Lepognon Mammoth**Stats** - HP: 22000, **Attack:** 64, **Defense:** 350, **Weak:** Fire**Loot** - Exp: 10000, **Zehn:** 1164-1455, **Items:** Genocide Beams**Strategy:**

This giant rampaging beast loves to freeze you in your tracks, so if you have Freeze Guards equipped, he shouldn't pose much of a threat. Use Simon's Amplification and Gelamin X along with Illusion Sword and a Strength Star to end this battle quickly.



THE TOWER MATADOR

MEETING CONDITION: HUNTER RANKING OF 20 OR HIGHER, AND HOLD UP A PERFECT REVIVER

Availability: Chapter 8

Price: 1800

Hunter Points: 9800

Location: Zerard/Gladius Towers/
7F Lower Bridge

Name: King Raiden

Stats - HP: 22000, **Attack:** 320, **Defense:** 350, **Weak:** None

Loot - Exp: 10000, **Zehn:** 1164-1455, **Items:** Wicked Moon



Strategy:



This armored giant isn't too terribly difficult if you've spent the time getting to rank 20 or higher on the Hunters leader board. Jump up to attack him, and block when you land to lessen the damage from his viciously fast axe swing. As long as you use skills to enhance your attacks, he will go down quickly.

THE RAFT TO THE UNDERWORLD

MEETING CONDITION: HOLD UP A DARK MUSIC BOX

Availability: Chapter 9

Price: 2400

Hunter Points: 12000

Location: Alistia/Nalvasa Seaway/Ending

Name: Oedious's Vessel

Stats - HP: 40000, **Attack:** 400, **Defense:** 1000, **Weak:** Fire

Loot - Exp: 10000, **Zehn:** 522-652, **Items:** Pluto Drivers



Strategy:



This unique boss can be quite a handful, even towards the end of the game. You can only damage him from the front. However, its impressive defensive stats will make this fight a long one. What's more, his spinning attack is quite deadly if it's used successively. To ensure victory, have a full supply of healing items on hand before you take him on.

THE SEASIDE TERROR

MEETING CONDITION: HOLD UP A PIRATE'S GROG

Availability: Chapter 9

Price: 2200

Hunter Points: 12000

Location: Alistia/Nalvasa Seaway/
Beginning

Name: Skeldon

Stats - HP: 28000, **Attack:** 302, **Defense:** 650, **Weak:** Fire

Loot - Exp: 10000, **Zehn:** 485-606, **Items:** Vice Predator



Strategy:



This monster is like a giant worm. You can only damage it for short periods of time before it hides itself in the sand. Just use whatever attack-enhancing skills you have and let him have it. He's one of the easier Quarries.

THE DESERT IDOL

MEETING CONDITION: HOLD UP AN ALLURING LAMP

Availability: Chapter 10

Price: 1600

Hunter Points: 13500

Location: Rosa/Kuje Desert/Central Maze

Name: Demonlord Ronfaoh

Stats - HP: 23000, **Attack:** 400, **Defense:** 380, **Weak:** None

Loot - Exp: 10000, **Zehn:** 1344-1680, **Items:** Typhoon Shield



Strategy:



This large living idol has no weaknesses, which means you can go all out on him with whatever you choose. His attacks can really hurt unless you block them, which should be easy since he winds up a lot before his attack. Keep the HP of your allies high and you'll be fine.

SIDEQUESTING

THE WINGED TRAVELER

MEETING CONDITION: JUPIS HOLDS UP A HOHO BIRD FEATHER

Availability: Chapter 10**Price:** 1600**Hunter Points:** 15000**Location:** Rosa/Johannasburg/
Central Plaza**Name** - Brutish Hawk**Stats** - HP: 23000, **Attack:** 360, **Defense:** 380, **Weak:** None**Loot** - Exp: 10000, **Zehn:** 1344-1680, **Items:** Archfiend's Blade**Strategy:**

Jupis will be in this battle, so obviously, you should use Aromatic Boost. Being a giant bird, this beast will occasionally take to the skies. When that happens, just jump up and hit it to force it back to earth. If you wait until Chapter 12 to take the Brutish Hawk on, this should be a fairly easy battle.

THE ROCK 'N' ROLLER

MEETING CONDITION: HOLD UP A CO2 POWDER

Availability: Chapter 9**Price:** 1500**Hunter Points:** 12000**Location:** Juraika/Path to the Altar/
Crashed Cruiser**Name** - Burning Tortoise**Stats** - HP: 23000, **Attack:** 80, **Defense:** 380, **Weak:** Ice**Loot** - Exp: 10000, **Zehn:** 1344-1680, **Items:** Evil Breath**Strategy:**

True to its name, the Burning Tortoise is a small flaming tortoise with a shield-type barrier at the start of the battle. Get rid of the shield quickly by using Flash Sword, then activate Kisala's Dagger Slash for Ice-based damage. If you're lucky, you can freeze this beast, which will mean certain victory.

THE FALLEN MONARCHMEETING CONDITION: HUNTER RANKING OF 10 OR HIGHER, AND
HOLD UP THE ALEXANDER SWORD**Availability:** Chapter 11**Price:** 1600**Hunter Points:** 22000**Location:** Mariglenn/Ti'atha Forest/
Midpoint**Name** -Winged Garuda VII**Stats** - HP: 23000, **Attack:** 200, **Defense:** 380, **Weak:** Wind**Loot** - Exp: 10000, **Zehn:** 1344-1680, **Items:** Piercing Genius**Strategy:**

A barrier is all that's standing between you and victory. Use the Barrier Break Shot to make him vulnerable to attacks. With that barrier gone, show him no mercy, and he'll follow suit soon thereafter.

THE ANCIENT FAIRY

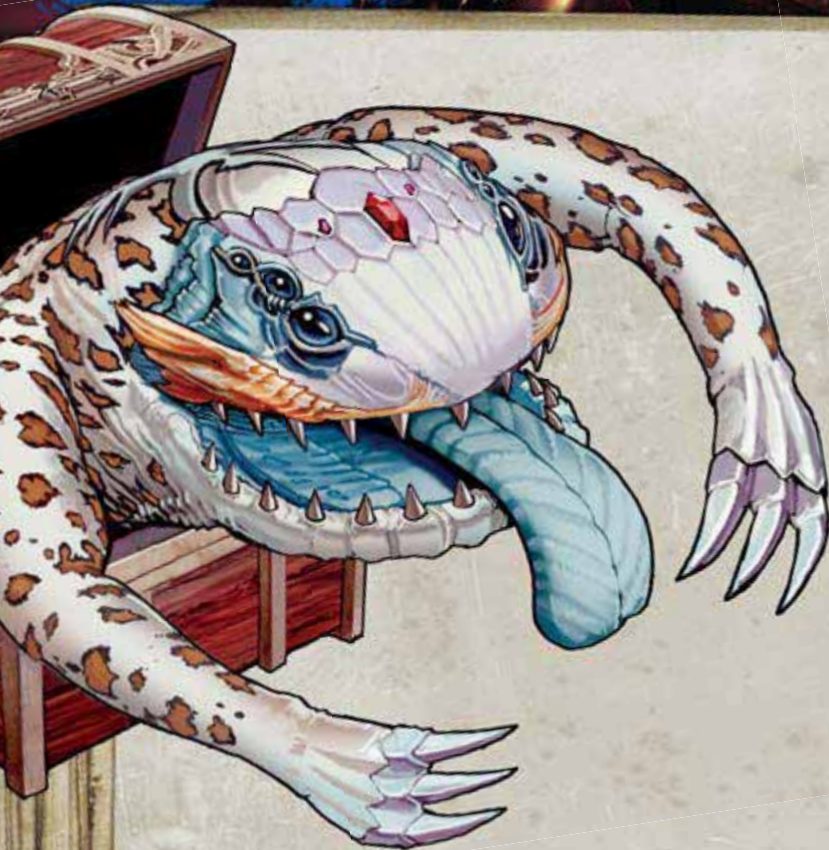
MEETING CONDITION: HOLD UP A ZIPANGU AXE

Availability: Chapter 9

(After opening the way to the Labyrinth)

Price: 1800**Hunter Points:** 16000**Location:** Juraika/Leo King's Ruins/
Entrance**Name** -Kemkul Muk**Stats** - HP: 28000, **Attack:** 450, **Defense:** 420, **Weak:** None**Loot** - Exp: 10000, **Zehn:** 1456-1820, **Items:** Unicorn Hatchet**Strategy:**

If you don't have a Zipangu Axe, you can buy one from Wanboko in Burkaqua Village. You can easily take this enemy on with whatever you want. It moves around very slowly and attacks rather infrequently.



THE LABYRINTH TERROR

MEETING CONDITION: HOLD UP A NEBULADON EGG

Availability: Chapter 9
(After defeating Ragnar)

Price: 2000

Hunter Points: 17500

Location: Rosa/Labyrinth/Chamber of Text

Name - Pandora

Stats - HP: 28000, **Attack:** 380, **Defense:** 420, **Weak:** Holy

Loot - Exp: 10000, **Zehn:** 1456-1820, **Items:** Sealing Sunsphere, Dark Music Box, Tumpet of Glory



Strategy:

Pandora starts with a Barrier around itself, so use the Barrier Break Shot to get rid of it. Dealing with a giant mimic is actually a lot easier than it might seem, because its attacks are not as strong as you'd expect. Nevertheless, Illusion Sword, along with any other holy-based weapon skills, will send him crawling back to where he came from.



THE ROGUE PIRATES

MEETING CONDITION: HOLD UP A LUCKY CLOVER

Availability: Chapter 12

Price: 2200

Hunter Points: 19000

Location: Rosa/Spaceport/Plaza



Name - Lil' Devils No.1

Stats - HP: 28000, **Attack:** 428, **Defense:** 420, **Weak:** Fire & Holy

Loot - Exp: 3300, **Zehn:** 485-606, **Items:** UFO Attack Set

Name - Lil' Devils No.2

Stats - HP: 28000, **Attack:** 428, **Defense:** 420, **Weak:** Ice & Holy

Loot - Exp: 3300, **Zehn:** 485-606, **Items:** None

Name - Lil' Devils No.3

Stats - HP: 28000, **Attack:** 428, **Defense:** 420, **Weak:** Elec & Holy

Loot - Exp: 3300, **Zehn:** 485-606, **Items:** None

Strategy:

Don't bother trying to attack and guess which Devil is weak to what; even we don't know which one's which. They're all weak to holy-elemental attacks. As long as you command each of your allies to attack the three devils on their own, thus keeping them separate, you should be fine. These enemies are at their strongest when they're together.



THE ENVOY FROM ON HIGH

MEETING CONDITION: : HUNTER RANKING OF 5 OR HIGHER, AND HOLD A SEALING SUNSPHERE

Availability: Chapter 12

Price: 2400

Hunter Points: 12000

Location: Mariglenn/Gulza Sanctuary/
Plaza



Name - Sacred Thunder Dragon

Stats - HP: 40000, **Attack:** 250, **Defense:** 1000, **Weak:** Elec

Loot - Exp: 10000, **Zehn:** 1568-1960, **Items:** Demon Rouser

Strategy:

The final quarry is quite a bruiser. It makes lightning-quick charges and has a fire breath which can kill any character that isn't blocking the attack. Interestingly, despite its name, it's vulnerable to electricity. Before you can damage it, though, you need to get rid of its barrier with the Barrier Break Shot. If you have a full stock of healing items and the highest-level attack-enhancing abilities, you should come out on top.



COMPLETE MONSTER HUNTING GUIDE

MIO's most demanding request might have to do with the hunting quotas. Specifically, she wants you to satisfy the quotas of all the monsters in the game. This may very well be the last thing you wind up doing, because you can spend a lot of time monster hunting.

The easiest way to complete this task is to simply hold off on finishing a chapter until you've met the hunting quotas for all the monsters in that area. Another way is to get through the game as fast as possible, open up the Ghost Ship: Extreme dungeon, and set about systematically hunting down all those monsters.

The hard part of beast hunting is that certain enemies appear more frequently in certain locations than in others. Below is a table which lists the best places to find all two hundred twelve enemies and the point totals for each area, as well as a running total for those who are looking for a quick route to the top of the Hunter Rankings.

If you manage to complete this daunting task for MIO, she will give you the Arina's Sleeve outfit and Aura Shoes for Kisala.

MONSTER HUNTING CHART

ID	Name	Chapter	Planet	Area	Location	Kill#	Points	Area Total	Running Total
1	Baphu	1	Rosa	Salgin	Everywhere	30	1200	6,950	6,950
2	Dragonfly				Path: Beginning	25	900		
3	Sand Tortoise				Everywhere except Path: Beginning, and Church	30	1200		
4	Mish				Church, Path: Beginning, East Gate, Residential Area	30	950		
5	Cactulus				Church	20	800		
6	Statue Dog				East Gate	30	900		
7	Gold Child				Path: Midpoint, Residential Area	25	1000		
8	Horrorwood	2	Juraika	Path to Burkaqua	Beginning, Path to the Spring	30	900	9,200	16,150
9	Smiley				Midpoint, Path to the Spring, Creekside, Dead Ends	20	1200		
10	King Bee				Creek, Creekside, Riverside, Spring	35	750		
11	Gorra				Everywhere except the Path to the Spring, and the Spring	25	1300		
12	Mutch				Endpoint	30	1000		
13	Stump				Beginning, Midpoint, Dead Ends	30	1200		
14	Pirahnite				Creek, Creekside, Riverside, Spring	20	950		
15	Moui				Path to the Spring	30	800		
16	Blue Thunder				Dead Ends	30	1100		
17	Maurya	3	Juraika	Path to the Altar	Along the River, Along the Waterfall	20	800	8,450	24,600
18	Stinger				Everywhere except Along the Waterfall	30	1400		
19	Red Spider				Everywhere except Along the Waterfall	30	2000		
20	Cactugus				Along the Waterfall	30	1300		
21	Shadow Wood				Above the Waterfall, Near the Altar	20	1200		
22	Muu Muu				Everywhere except Along the Waterfall	20	1750		
23	Roller	4	Zerard	Rosencaster Prison	Everywhere	20	1500	17,250	41,850
24	Slime				Level 1 & 2: Cells, Waste Disposal, Testing Room	30	900		
25	Tarantula				Everywhere	30	1200		
26	Petit Pooch				Level 2: Cells, Interior Pathways A3 & A2	30	1200		
27	Livid Ape				Interior Pathways A3, A2, A1	30	2000		
28	Shadowman				Level 2: Cells, Interior Pathway A1 (Lit)	30	1400		
29	Savage Dog				Interior Pathways A3 (Lit) and A2 (Lit)	30	1900		
30	Crow				Interior Pathways A3 & A2, Waste Disposal	30	1700		
31	Protobeast				Interior Pathways A3 & A2	30	1700		
32	Nelvoron				Interior Pathways A3 & A2	25	1800		
33	Phantom Tail				Interior Pathways A3 & A2	30	1950		
34	Cleaner Bob	5	Zerard	Starship Factory	Everywhere except Paths 01 (south), 02, 03, and EX	30	1200	11,900	53,750
35	Type-J				Everywhere except Path 01 (south) and Assembly Line 01	25	1700		
36	Yellowbolt				Path 04, Assembly Line 3B	30	1000		
37	Oilder				Entrance, Paths 01 (North), and 05	30	1400		
38	Shock Gem				Paths 02 (south), 5, Assembly Lines 02, 03A, and 03B, Mainframe Room	30	1350		
39	Max				Everywhere except Entrance, Paths 01, and 02	30	2000		
40	Greenbolt				Paths 03 and 04	30	1400		
41	Type-K				Assembly Line 03B, Mainframe Room	25	1850		



MONSTER HUNTING CHART (CONT.)

ID	Name	Chapter	Planet	Area	Location	Kill#	Points	Area Total	Running Total
42	Zombie	6	Vedan	Myna	Everywhere except the Observation Decks	30	1300	13,100	66,850
43	Stray Dog				Everywhere except the Observation Decks	30	1200		
44	Frogman				Train Tunnels, North Path, South Path	30	1500		
45	Jellyman				Everywhere except the Alley	30	1400		
46	Junk Phantom				Observation Decks North, and South	28	2400		
47	Gigabird				Observation Decks North, and South	20	1800		
48	Death Crow				Near Angela's Bar, Observation Decks North, and South, Alley	30	1700		
49	Steel Child	6	Vedan	Rockbelter Mines	Train Tunnels, North Path, South Path	25	1800	15,800	82,650
50	Volcano				1st Strata Midpoint and Endpoint	20	2400		
51	Moleman				1st Strata	30	1400		
52	Shellknight				1st Strata	30	2200		
53	Undead Bandit				2nd Strata, Ruins, Hall	25	2400		
54	Killer Mountain				2nd Strata, Ruins, Hall	20	2300		
55	Hypher				1st Strata Beginning and Midpoint, 2nd Strata Beginning	30	1700		
56	Ghost Animal	7	Rosa	Sylvazard Desert & Ancient Ruins	1st Strata, 2nd Strata Beginning	25	1400	10,600	93,250
57	Glaring Claw				2nd Strata, Ruins, Hall	25	2000		
58	Scorpion				Desert: Midpoint, Ruins: Outside, Near the Great Tablet	30	800		
59	Vulture				Desert: Endpoint, Ruins: Endpoint, Near the Great Tablet	20	900		
60	Killer Mish				Ruins: Inside, Near the Great Tablet	30	1100		
61	Worm				Sylvazard Desert, Ruins: Outside, Near the Great Tablet	20	850		
62	Shisa				Everywhere except near the Great Tablet	30	1200		
63	Lord Bee	8	Juraika	Path to the Ruins	Ruins: Endpoint and Outside, Near the Great Tablet	35	1100	10,300	103,550
64	Living Lava				Everywhere except Ruins: Outside	20	2600		
65	Black Horn				Desert: Midpoint, Ruins: Outside	20	2050		
66	Dancing Doll				Everywhere except the Riverbanks	30	800		
67	Fancy Fowl				Riverbanks, Path: North	30	800		
68	Smilier				Everywhere except the Riverbanks	20	1500		
69	Ancient Mish				Path: South	30	1200		
70	Poisonous Fly	8	Juraika	Leo King's Ruins	Riverbanks	25	1100	14,900	118,450
71	Infernal Fruit				Path: North	20	1700		
72	Red Horn				Plaza 02, and 04	20	1900		
73	Go Oak				Path: South, Plaza 02	30	1300		
74	Dark Gigant				Beginning, Midpoint (1st Half), Hall, Altar	20	1500		
75	Angry Spirit				Midpoint, Endpoint (1st Half), Altar	20	900		
76	Rafflesia				Midpoint (2nd Half), Endpoint, Entrance, Hall	20	1900		
77	Stinger Assassin	8	Zerard	Gladius Towers	Everywhere except Endpoint (1st Half), Altar	30	1800	29,950	148,400
78	Club Titan				Everywhere except Beginning, Midpoint (1st Half), Hall	25	2200		
79	Mandorla				Midpoint (1st Half), Altar	30	1300		
80	Evil Monkey				Beginning, Midpoint (1st Half)	30	1400		
81	White Ghost				Entrance, Endpoint	30	2100		
82	Stone Tortoise				Altar	30	1800		
83	Will O' The Wisp				Both Towers: Outer Loop, 2F-5F Inner Loop	30	1300		
84	Ancient Knight	8	Zerard	Gladius Towers	1st Tower: Inner Loop, Outer Loop 2F-5F, Bridge Gates 3F& 5F	25	1700	29,950	148,400
85	Dark Buffalo				1st Tower: Inner Loop 4F-5F, Outer Loop 4F-7F, Bridge Gates 5F & 7F, Throne Room	20	1800		
86	Red Jellyman				Inner Loops 4F-7F, Bridge Gate 3F	30	1300		
87	Ancient Baron				6F, 7F, Throne Room	25	2200		
88	Type-G				2F-3F, Bridge Gates, Throne Room	25	2000		
89	Phobos				4F-5F, excluding the Bridges	25	2300		
90	Baroque				6F-7F, excluding the Bridges	28	2600		
91	Ancient Sword				2nd Tower: Inner Loop, Outer Loop 2F-5F, Bridge Gates 3F& 5F	25	1950		
92	Redbolt				Outer Loop & Bridge Gates 2F-3F	30	2200		
93	Seven Plus				2nd Tower: Outer Loop 4F-7F	30	2400		
94	Stealth Hornet				2nd Tower: Inner Loop 2F-3F	20	2250		
95	Death Gold				1st Tower: Inner Loop 2F-3F	30	2100		
96	Devil Hawk				2nd Tower: 4F-5F, Bridge Gates 5F & 7F, Throne Room	20	1850		
97	Hell Corpse				1st Tower: Outer Loop 4F-7F	30	2000		

SIDEQUESTING

MONSTER HUNTING CHART (CONT.)

ID	Name	Chapter	Planet	Area	Location	Kill#	Points	Area Total	Running Total
98	Great Raiden	8	Vedan	Cancer King's Ruins	Area 3 excluding Tunnels, Shrine Area	25	2000	17,300	165,700
99	Dark Kong				Everywhere except Area 3 Tunnels, Wastewater Area, Pit, Shrine Area	30	2600		
100	Metalman				Tunnels, Pit Area	30	1500		
101	Ice Slime				Area 3 excluding Tunnels, Pit Area	30	1600		
102	Lapis				Tunnels, Pit Area	30	1700		
103	Vedabird				Everywhere except Tunnels, Shrine Area	30	2400		
104	Killer Wind				Everywhere except Wastewater Area, Shrine Area	25	2600		
105	Wise Stump				Everywhere except Area 3 Tunnels, Wastewater Area, Pit Area	30	1500		
106	Red Strap				Tunnels, Area 3 Start Area, Pit Area	30	1400		
107	Wall Gigant	8	Rosa	Labyrinth	From Ragnar's Room onwards	20	1300	13,900	179,600
108	Dark Spirit				Maze of Temptation	30	1000		
109	Rolling Stone				Maze of Temptation	20	950		
110	Cone Sheep				Ragnar's Room, Chamber of Ancient Text, Maze of Decision	20	1300		
111	Panek				Maze of Temptation Pathways, Maze of Chaos	20	1150		
112	Killer Stinger				Everywhere	30	1950		
113	King Mish				Ragnar's Room, Chamber of Ancient Text, Boss Room	30	1200		
114	Arthur				Maze of Decision Rooms	30	2450		
115	Ancient Duke	10	Rosa	Kuje Desert & Johannasburg	Ragnar's Room, Chamber of Ancient Text, Maze of Decision	25	2600	16,250	195,850
116	Flame Tortoise				Kuje Desert: Everywhere except the Central Maze Path	30	1200		
117	Jarvil				Everywhere except Johannasburg: Plaza, Johanna's House	25	1000		
118	Pad Worm				Kuje Desert: Beginning and Endpoint	30	1300		
119	Hill Giant				Kuje Desert: North and South Maze Paths, Endpoint.	20	1750		
120	Stone Worm				Kuje Desert: Beginning	30	1250		
121	Yellowfly				Kuje Desert: North Maze Path	25	1400		
122	Death Skeletar				Kuje Desert: Central and South Maze Paths, Endpoint	30	1500		
123	Dark Vulture	11	Mariglenn	Ti'atha Forest	Johannasburg	20	1400	22,000	217,850
124	Fire Doll				Johannasburg: Plaza, Johanna's House	30	1250		
125	Death Mask				Johannasburg	30	2000		
126	Gold Mask				Johannasburg	30	2200		
127	Monkey				Everywhere	30	1200		
128	Flammy				Beginning	30	1800		
129	Clumpy Jr.				Beginning	30	2500		
130	Water Wyrn				Endpoint, Clearing at the End	25	2800		
131	Dark Condor	12	Mariglenn	Gulza Sanctuary	Midpoint	30	2200	24,350	242,200
132	Aurora Slime				Endpoint	30	1800		
133	Silver Bee				Clearing at the End	35	1700		
134	Dark Ape				Beginning	25	2700		
135	Babylo				Midpoint	25	2800		
136	Phantom				Everywhere	30	2500		
137	Manticore				Paths to Ti'atha Forest and Mother's Lair	30	2200		
138	Magic Priest				Central Plaza Branches	30	2600		
139	Hecaton	13	Mariglenn	Mother's Lair	Northern Branches	20	2700	26,100	268,300
140	Solon				Central Plaza Branches	20	2500		
141	Luminous				Central Plaza Branches	30	1800		
142	Babel				Southern Branches	30	2300		
143	Blizzard				Path to Ti'atha Forest	30	2600		
144	Devil				Everywhere	30	2500		
145	Ice Eater				Southern Branches, Path to Mother's Lair	20	2750		
146	Clumpy Sr.				North and South Branches	30	2400		
147	Alacan	13	Mariglenn	Mother's Lair	Everywhere on the main route	20	3000	26,100	268,300
148	Face of Evil				Beginning and Midpoint Forks, Last Stretch	30	2500		
149	Bit				Beginning (Main Route)	30	1500		
150	Magic Fighter				Everywhere	30	2600		
151	Deimos				Last Stretch	25	3000		
152	Dragon				Midpoint (Main Route)	20	3000		
153	Red Baron				Beginning (Main Route)	30	2500		
154	Togroth				Dead-end paths everywhere	20	2900		
155	Platinum Kite	13	Mariglenn	Mother's Lair	Last Stretch	20	2200	26,100	268,300
156	Hell Sorcerer				Midpoint dead-end paths, Last Stretch	20	2900		



MONSTER HUNTING CHART (CONT.)

ID	Name	Chapter	Planet	Area	Location	Kill#	Points	Area Total	Running Total
157	Evil Skeletar	Post Game	—	Ghost Ship	Passageway 1, Hall 1	30	2500	36,300	304,600
158	Cosmo Turtle				Passageway 1-2, Hall 1-2	30	2600		
159	Evil Relic				Hall 1	25	1950		
160	Sumo Bull				Passageway 1, Hall 2	20	2400		
161	White Wall				Passageway 3-4, Hall 3-4	20	2200		
162	Spinner				Passageway 4	20	2000		
163	Wonder Kong				Passageway 3-4, Hall 3-4	30	2450		
164	Trash Phantom				Passageway 4	28	2700		
165	Hades Monk				Passageway 5-6, Hall 5-6	30	2850		
166	King Deimos				Passageway 7, Treasure Trove	25	2650		
167	Cosmocore				Passageway 1-2, Hall 1-2	30	2500		
168	Orochi				Passageway 7, Treasure Trove	25	3000		
169	Spiral Sid				Passageway 2, Hall 2	20	3200		
170	Moon Moon				Passageway 5-7, Hall 5-6, Treasure Trove	20	3300		
171	Ghost Baphu	Post Game	—	Ghost Ship: Extreme	1F-30F	30	2700	77,450	382,050
172	Shellknight Zombie				1F-30F	30	2800		
173	Blue Ogre				11F-30F	30	2650		
174	Spritz				1F-10F	25	2150		
175	Black Buffalo				11F-30F	20	2600		
176	Soul Epitaph				1F-30F	25	2000		
177	Skullwood				1F-30F	30	2300		
178	Phantom Claw				31F-60F	30	2150		
179	Spax				31F-60F	30	2600		
180	Grand Bee				31F-60F	35	2450		
181	Big Wall				51F-60F	20	2400		
182	Mad Stump				31F-60F	30	2300		
183	Phantom Sword				31F-60F	25	2800		
184	Quatro Fowl				31F-60F	20	2050		
185	Death Round				61F-90F	20	2200		
186	Ghoul				61F-90F	30	2200		
187	Cosmo Kong				61F-90F	30	2650		
188	Exploder				71F-90F	20	2950		
189	Evil Scrap				81F-90F	28	2900		
190	Garm				61F-90F	30	1600		
191	Devil Cluster				61F-90F	20	2400		
192	Devil Frog				61F-80F	30	2200		
193	Dark Monk				91F-100F	30	3050		
194	Devil Armor				91F-100F	25	2850		
195	Lord Clumpy				91F-100F	30	2600		
196	Cerberus				91F-100F	30	2700		
197	Dark Worm				91F-93F	25	3200		
198	Uruma				94F-100F	20	3400		
199	Solomo				97F-100F	20	3100		
200	King Alacan				94F-100F	20	3500		
201	Kull Jelly	After obtaining one Key Piece	Alistia	Nalvasa Seaway	Beginning, Midpoint, Near Waterfalls	30	1400	21,400	403,450
202	Man-o-war				Everywhere	25	1600		
203	Clapper				Beginning, Midpoint, Shoals	20	1800		
204	Skalapper				Midpoint, Endpoint, Near Waterfalls, Shoals	20	2000		
205	Chadeath				Everywhere except Laboratory	20	1800		
206	Piranhger				Beginning, Endpoint, Waterfalls	20	1750		
207	Panther Eel				Everywhere	25	1800		
208	Angler				Shoals	20	1850		
209	Death Wing				Everywhere except Shoals	30	1950		
210	Coral Mountain				Endpoint, Laboratory	25	2050		
211	Jig Doll				Waterfalls, Endpoint, Laboratory	30	1750		
212	Pelikinger				Everywhere except the Laboratory	20	1650		

COMPLETE INSECTRON GUIDE

The best time to finish this sidequest is after completing the Ghost Ship: Extreme, since that's how you obtain Royal Fruit. This very special item is used to capture the ultimate Insector, Dark Emperor. Travel to Mariglenn and place your trap baited with Royal Fruit in the Gulza Sanctuary.



Put Royal Fruit in your trap and set it up in this spot.



He's as powerful as he looks.

Knife Beetle:	Heavy damage single target attack
Bazoo Beetle:	Fires a cannon shell straight forward, long range
Staggy:	Grab an enemy from all four directions and toss it behind him
Cutterpillar:	Forward knockback, multiple enemies
Mantis:	Can hit enemies in all eight directions at once
Hopper:	Leap two squares ahead and lower the parameters of any insectors in the way
Flutterbug:	Move three squares and forward knockback, single enemy
Springtail:	Move two squares and stun an opponent for two turns
Stingbee:	Move two squares and poison an enemy
Lady Beetle:	Heal allies in all four directions and cure poison
Flipperbug:	Flip an enemy over for two turns, some can dig holes
Dung Roller:	Fills in holes with its ball of dung. The ball can also absorb a small amount of damage
Itsahorse:	Forward or backward knockback, single enemy
Hercules Beetle:	Chain reaction knockback
Faerie:	Charm an enemy to join your team
Bombsnail:	Roll a bomb forward for area of effect damage
Silkspider:	Throw a web that causes insectors to move only one square per turn
Dark Emperor:	Regular attacks also knockback and flip, special attack can hit any single enemy within two squares, and the special can be used infinitely many times

You'll definitely want one Lady Beetle because they can heal and cure poison. The others should be offensive. Knockback attacks are typically the best way to win battles so a good selection of Insectors with that type of ability will make a strong team. Hercules Beetle, Staggy, and Itsahorse are all good choices. You should also catch a sixth Insector of any family so your Dark Emperor has someone to spar with.



Once you have your team planned out, it's time to go catch them. Use the tables on p. 364 and p. 368 to figure out where to place your traps and with what type of bait. Each Insector family has eight species (other than Dark Emperor which just has one). One technique is to catch the rank three species, then use it to breed other Insectors until you have a rank eight of the desired species. You won't want to catch Insectors who are too high in rank because their stats will be too low.

Usually breeding follows these rules:

1. The new larva's family will match that of the higher ranking parent.
2. If both parents have the same rank, the male's family will dominate.
3. If the dominant parent is of rank eight, the larva will also be rank eight.

Exceptions to these rules can be found in the table on p. 378. In general you should avoid those special combinations, because you'll lose out on level ups and stat increases from food.

With those mechanics in mind, an Insector raising procedure might look something like this:

1. Catch a male Insector of rank three of the desired family
2. Catch a female Insector of rank three of any family
3. Give them Battle Feed at least 20 times, they should become adults and also gain level 2
4. Give them Feed Formula so they reproduce
5. If the resulting larva is male, catch a rank four female of any family and repeat the process
6. If the resulting larva is female, catch a rank three male of any family and repeat the process
7. Keep repeating until you end up with a rank eight

While you're doing this for your four other team members, also have your Dark Emperor constantly fighting your sixth Insector. He will gain considerable stat increases when leveling up.

Note that it takes about four minutes after feeding before Insectors get hungry again. Raising Insectors takes a lot of time because of these feeding delays, so you should do other things at the same time like leveling your weapons.

Once you have Dark Emperor and four rank eights, you can start plowing through Insector battles. For your convenience we've listed all the opponents and the type of Insectors they'll be throwing at you in the table on p. 374. Always designate your Dark Emperor as your king because he has the most HP and is the hardest to kill. Try to kill every other enemy before the king because you get experience



for each Insector you kill, as well as a few points of stat increases. The initial battles will be trivial, just march your Dark Emperor up the middle and watch as the enemies get one-shotted by his counterattacks. Just be careful to not put your king in a position where he could be knocked out of bounds.

Each rank of battles consists of five rounds. If you lose a round you have to start over from round 1. If you like you can take a break between rounds to save. For the rank E, D, C, and B battles, you should have no trouble at all. In Rank A the enemies will have stats approaching yours, so saving more often is prudent. Rank S has a surprise: the 5th round opponent has his own Dark Emperor. Unfortunately these later battles involve some luck. You could have max stats on all your Insectors and still lose. Once you finish Rank S, you've technically completed MIO's sidequest. But if you select Rank S again, you'll get a new set of opponents. Here is where they start really cheating. Your Insectors have max stats of 100 (other than HP) but theirs can go over 100. Most of them have Dark Emperors. Finally the 5th round is against Dr. Pocacchio himself, and he's built a robotic insector that's even more powerful than Dark Emperor.

His special move, Berserker, can hit any surrounding square for big damage and stuns for two turns. Avoid him like the plague while he rumbles past you (he can't move backward). Take out his teammates with knockback attacks, then focus fire on the White Miracle. Your reward for defeating Picacchio is Lilika's Stealth Clothes.



He's insanely powerful but has a weakness: he can only move forward or diagonally forward.

Here's a summary of the rewards for Insector:

REWARDS

Rank	Victory		
	1st	2nd	3rd
E	Battle Feed x5	Sanchez Fruit x1	_____
D	Feed Formula x5	Max Heal x1	_____
C	Murakumo Type-S	Elixir x1	_____
B	Devil Forks	Perfect Heal x1	_____
A	Grand Calibur	Tri-Elixir x1	_____
S	Demon Medium	Stealth Clothes	Perfect Elixir x1

One final secret: you can complete Ghost Ship: Extreme repeatedly for one Royal Fruit per trip, so you can obtain multiple Dark Emperors.



COMPLETE EACH CHARACTERS ABILITY CHART

MIO wants you to complete the Revelation Flow for each of your characters. To do this, all you need to know is how to obtain the items you need as easily as possible. The chart will show you which shops carry the items you're looking for; otherwise, it'll show you what monster has the highest chance of dropping it. Many of the items can also be found in treasure chests; see the walkthrough on pg. 46-170. The charts on pg. 356 are also handy if you want to see what each character's completed grid looks like.

Once every Revelation Flow is complete, MIO awards you with the Full Metal Jacket for Deego.



REVELATION FLOW CHART

Name	Total	Shop or Monster
Absolute Zero Stone	11	Shandeera - Ghost Ship
Alluring Lamp	14	Moleman - Vedan
Ancient Scroll I	8	Alice - Zerard, Corbis - Vedan
Ancient Scroll II	8	Fisaal - Rosa, Koleiwa - Juraika
Ancient Scroll III	8	Almazuk - Rosa, Narcissus - Mariglenn
Antidote	2	Uttaro - Juraika
Biomemory	4	Joseph - Zerard
Brave Symbol	1	Hanbarney - Zerard
Captain's Sock	6	Dancing Doll - Juraika
Carbon Alloy	6	Joseph - Zerard
CO2 Powder	6	Shilhawa - Rosa
Crystal Staff	16	Luminous - Mariglenn
Cumulus Pendant	3	Glaring Claw - Vedan
Cursed Mask	6	Dancing Doll - Juraika
Cyclonic Pump	1	Bivine - Zerard

SIDEQUESTING

Name	Total	Shop or Monster
Dark Music Box	12	Great Raiden - Vedan
Diamond	20	Uttaro - Juraika
Divine Blessing	2	Hanbarney - Zerard
Divine Healing	14	Brux - Vedan
Divine Protection	14	Ulgénie - Zerard
Dorgengoa's Coin	1	see p. 93
Dragon God Skull	20	Devil - Mariglenn
Dream Mushroom	3	Selshu - Zerard
Dreamflower Ash	11	Techiton - Mariglenn
Electric Eel	17	Shazelle - Zerard
Electroless	4	Uttaro - Juraika
Energy Charger	2	Joseph - Zerard
Flame God's Stone	32	Uttaro - Juraika
Forbidden Add-On	6	Dancing Doll - Juraika
Galactic Compass	13	Bit - Mariglenn
Guardian Sphere	2	Ulgénie - Zerard
Hard Candy	12	Shazelle - Zerard
Hellpot Flame	11	Joshua - Zerard
Hoho Bird Feather	19	Kattaro - Juraika
Hot Breath	24	Joseph - Zerard
Iron Board	12	Joseph - Zerard
Iron Cube	18	Joseph - Zerard
Izerium Alloy	9	Joshua - Zerard
Juraikan Coffee Beans	4	Mokka
Keepsake Coin	1	see p. 144
Lapis Lazuli	14	Limaka - Juraika
Lubricant	13	Corbis - Vedan
Lucky Clover	31	Flammy - Mariglenn
Lunar Ribbon	19	Lazark - Rosa
Magic Lipstick	6	Mandorla - Juraika
Medusa's Locks	11	Joshua - Zerard
Mellow Banana	15	Lazark - Rosa
Mermaid's Scale	19	Aurora Slime - Mariglenn
Military-Grade Battery	7	Modant - Vedan
Mirror Unit	24	Techiton - Mariglenn

Name	Total	Shop or Monster
Myriad Branch	21	Joshua - Zerard
Nebuladon Egg	17	Dark Vulture - Rosa
O3 CPU	11	Joseph - Zerard
Paralysis Cure	3	Uttaro - Juraika
Pirate's Grog	4	Shazelle - Zerard
Premiere Toy Box	5	Type-J - Zerard
Primeval Beef	8	Shazelle - Zerard
Queen Bee Stinger	10	Joshua - Zerard
Recharge Drink	13	Shilhawa - Rosa
Relaxing Aroma	27	Lazark - Rosa
Resurrection	2	Shilhawa - Rosa
Retro Boombox	6	Joseph - Zerard
Revolva Alloy	9	Hanbarney - Zerard
Rose of Passion	26	Techiton - Mariglenn
Ruby	15	Limaka - Juraika
Sanchez Fruit	29	Shilhawa - Rosa
Sealing Sunsphere	30	Lazark - Rosa
Silver Bangle	8	Statue Dog - Rosa
Skull Necklace	10	Shisa - Rosa
Smoked Rainbow Newt	16	Shazelle - Zerard
Snow Crest	12	Joshua - Zerard
Speaker Pod	6	Bivine - Zerard
Spirit Bell	7	Charles - Mariglenn
Stamina Extract	25	Limaka - Juraika
Star Earrings	6	Smiley - Juraika
Stella Crystal	6	Slyman - Rosa
Sticky Gum	16	Shazelle - Zerard
Strength Star	10	Hanbarney - Zerard
Super CPU	2	Joshua - Zerard
Thunder Stone	19	Joshua - Zerard
Trumpet of Glory	14	Almazuk - Rosa
Ultraspicy Pepper	9	Wanboko - Rosa
Wake-Up Drops	18	Lazark - Rosa
Walkie-Talkie	1	Modant - Vedan
Yago Milk	21	Lazark - Rosa

COMPLETE WEAPON FUSION GUIDE

MIO is pretty demanding but she actually gives you a break when it comes to weapon synthesis. You don't have to analyze and create every single weapon in the game to earn a prize from her. Just have Toady analyze at least 100 weapons and follow at least 50 of the resulting recipes in the Frog Log. That's good news since making 50 weapons is a lot easier than making over 700.

If you followed the advice we gave earlier about how to level your weapons, you will in fact finish this side quest automatically. But just in case you didn't, all the information you need can be found in the tables on the following pages. There are two types of tables. First is the complete Frog Log. These tables list all of Toady's recommended recipes, the same set you'll see in game if you analyze every single weapon. The second set of tables lists the optimal way to make each weapon. Here's how we define optimal in this case:

1. If a weapon is buyable, the name of the shop where it's sold is given
2. Otherwise the combination using the least total number of buyable parts is given
3. To break ties, the combination where the parts are infinitely buyable the earliest is used

The tables are generated under the assumption that you are on Chapter 13 and therefore have access to all shops. The tables would obviously be different for other chapters, so to save space we've provided only the end game tables.

The vast majority of weapons are either buyable or can be created with just two buyable parts. A few weapons need three or four parts, but that's as high as it goes. The key is to choose Frog Log recipes that use only buyable parts, since that will minimize the amount of time spent on this sidequest. These recipes are marked (*) in the Frog Log tables. If you follow this guideline, you'll only need to use the Frog Log tables. If you utilize Frog Log recipes that require non-buyable parts, use the optimal recipe table to figure out how to make them.



FROG LOG TABLE JASTER'S MAIN WEAPONS

	Weapon Name	Abbr.		Weapon Name	Abbr.		Weapon Name	Abbr.
★	Plain Edge	A1	+	Star Edge	A4	=	Shining Horn	C1
★	Grand Edge	A2	+	Rock Crusher	B1	=	Volcano Crusher	B3
★	Wild Edge	A3	+	Plain Edge	A1	=	Star Edge+	A5
★	Star Edge	A4	+	Grand Edge	A2	=	Shining Horn	C1
	Star Edge+	A5	+	Grand Edge	A2	=	Shining Spine	C2
★	Rock Crusher	B1	+	Wild Edge	A3	=	Volcano Crusher	B3
★	Ridge Crusher	B2	+	Rock Crusher	B1	=	Gaea Crusher	B4
	Volcano Crusher	B3	+	Wild Edge	A3	=	Gaea Crusher+	B5
★	Gaea Crusher	B4	+	Ridge Crusher	B2	=	Shining Bravo	C4
	Gaea Crusher+	B5	+	Shining Horn	C1	=	Crimson Fever	D3
	Shining Horn	C1	+	Star Edge+	A5	=	Rising Soul	D2
	Shining Spine	C2	+	Volcano Crusher	B3	=	Shining Bravo+	C5
	Shining Blazon	C3	+	Volcano Crusher	B3	=	Metal Breaker	E1
	Shining Bravo	C4	+	Gaea Crusher	B4	=	Solar Sword+	D5
	Shining Bravo+	C5	+	Shining Horn	C1	=	Full Breaker	E3
	Rising Sun	D1	+	Star Edge+	A5	=	Metal Breaker	E1
	Rising Soul	D2	+	Volcano Crusher	B3	=	Core Breaker	E2
★	Crimson Fever	D3	+	Gaea Crusher	B4	=	Full Breaker	E3
	Solar Sword	D4	+	Shining Spine	C2	=	Murakumo Type-X	F2
	Solar Sword+	D5	+	Shining Blazon	C3	=	Alexander	G1
	Metal Breaker	E1	+	Gaea Crusher+	B5	=	Murakumo Type-X	F2
	Core Breaker	E2	+	Gaea Crusher	B4	=	Sparo Breaker+	E5
	Full Breaker	E3	+	Rising Sun	D1	=	Alex Impulse	G2
	Sparo Breaker	E4	+	Shining Bravo	C4	=	Alex Decider	G3
	Sparo Breaker+	E5	+	Shining Bravo+	C5	=	Glacier Edge	H2
★	Murakumo Type-0	F1	+	Crimson Fever	D3	=	Murakumo Type-EX+	F5
	Murakumo Type-X	F2	+	Metal Breaker	E1	=	Olympias	G4
★	Murakumo Type-S	F3	+	Crimson Fever	D3	=	Glacier Edge	H2
	Murakumo Type-EX	F4	+	Metal Breaker	E1	=	Saba Luga	I1
	Murakumo Type-EX+	F5	+	Core Breaker	E2	=	Saba Garuda	I2



SIDEQUESTING

FROG LOG TABLE

JASTER'S MAIN WEAPONS (CONT.)

	Weapon Name	Abbr.		Weapon Name	Abbr.		Weapon Name	Abbr.
★	Alexander	G1	+	Rising Sun	D1	=	Olympias+	G5
	Alex Impulse	G2	+	Murakumo Type-0	F1	=	Diamond Freezer+	H5
	Alex Decider	G3	+	Full Breaker	E3	=	Phantom Slayer	J1
	Olympias	G4	+	Solar Sword	D4	=	Phantom Slayer	J1
	Olympias+	G5	+	Sparo Breaker	E4	=	Zelega Zenega+	I5
	Blizzard Edge	H1	+	Solar Sword+	D5	=	Dom Zolga	I3
	Glacier Edge	H2	+	Murakumo Type-0	F1	=	Zelega Zenega	I4
	Icicle Edge	H3	+	Full Breaker	E3	=	Zelega Zenega+	I5
	Diamond Freezer	H4	+	Murakumo Type-X	F2	=	Gustbringer	K1
	Diamond Freezer+	H5	+	Murakumo Type-0	F1	=	Grand Calibur	J4
	Saba Luga	I1	+	Solar Sword+	D5	=	Arc Calibur	J3
	Saba Garuda	I2	+	Sparo Breaker	E4	=	Grand Calibur	J4
	Dom Zolga	I3	+	Murakumo Type-S	F3	=	Galeblazer	K3
	Zelega Zenega	I4	+	Alexander	G1	=	Gundarion	K4
	Zelega Zenega+	I5	+	Murakumo Type-EX+	F5	=	Gundarion+	K5
	Phantom Slayer	J1	+	Murakumo Type-X	F2	=	Grand Calibur+	J5
	Spirit Calibur	J2	+	Sparo Breaker+	E5	=	Demon Rouser	L1
	Arc Calibur	J3	+	Murakumo Type-EX	F4	=	Gundarion+	K5
★	Grand Calibur	J4	+	Blizzard Edge	H1	=	Judgment Halo	M1
	Grand Calibur+	J5	+	Glacier Edge	H2	=	Dazzling Halo	M2
	Gustbringer	K1	+	Alex Impulse	G2	=	Judgment Halo	M1
	Gustraiser	K2	+	Alex Decider	G3	=	Lucifer's Adamon	L4
	Galeblazer	K3	+	Olympias	G4	=	Dazzling Halo	M2
	Gundarion	K4	+	Olympias+	G5	=	Majestic Halo	M3
	Gundarion+	K5	+	Saba Luga	I1	=	Absolution Halo	M4
	Demon Rouser	L1	+	Icicle Edge	H3	=	Lucifer's Adamon+	L5
	Demon Medium	L2	+	Diamond Freezer	H4	=	Majestic Halo	M3
	Adamon Raiser	L3	+	Diamond Freezer+	H5	=	Absolution Halo	M4
	Lucifer's Adamon	L4	+	Saba Garuda	I2	=	Absolution Halo+	M5
	Judgment Halo	M1	+	Arc Calibur	J3	=	Absolution Halo+	M5



OPTIMAL COMBO TABLE JASTER'S MAIN WEAPONS

Weapon Name	Abbr.		Weapon Name	Abbr.		Weapon Name	Abbr.
Plain Edge	A1	=	Mohandis - Rosa				
Grand Edge	A2	=	Shilhawa - Rosa				
Wild Edge	A3	=	Mohandis - Rosa				
Star Edge	A4	=	Alice - Zerard				
Star Edge+	A5	=	Rock Crusher	B1	+	Rock Crusher	B1
Rock Crusher	B1	=	Mokka - Juraika				
Ridge Crusher	B2	=	Ulgénie - Zerard				
Volcano Crusher	B3	=	Star Edge	A4	+	Star Edge	A4
Gaea Crusher	B4	=	Kayo - Vedan				
Gaea Crusher+	B5	=	Wild Edge	A3	+	Gaea Crusher	B4
Shining Horn	C1	=	Wanboko - Juraika				
Shining Spine	C2	=	Plain Edge	A1	+	Gaea Crusher	B4
Shining Blazon	C3	=	Alice - Zerard				
Shining Bravo	C4	=	Plain Edge	A1	+	Shining Blazon	C3
Shining Bravo+	C5	=	Plain Edge	A1	+	Shining Bravo	C4
Rising Sun	D1	=	Limaka - Juraika				
Rising Soul	D2	=	Star Edge	A4	+	Shining Blazon	C3
Crimson Fever	D3	=	Utoll - Zerard				
Solar Sword	D4	=	Shining Blazon	C3	+	Shining Blazon	C3
Solar Sword+	D5	=	Star Edge	A4	+	Metal Breaker	E1
Metal Breaker	E1	=	Alice - Zerard				
Core Breaker	E2	=	Plain Edge	A1	+	Metal Breaker	E1
Full Breaker	E3	=	Shining Blazon	C3	+	Crimson Fever	D3
Sparo Breaker	E4	=	Plain Edge	A1	+	Murakumo Type-0	F1
Sparo Breaker+	E5	=	Gaea Crusher	B4	+	Murakumo Type-0	F1
Murakumo Type-0	F1	=	Rant - Zerard				
Murakumo Type-X	F2	=	Crimson Fever	D3	+	Crimson Fever	D3
Murakumo Type-S	F3	=	Kayo - Vedan				
Murakumo Type-EX	F4	=	Crimson Fever	D3	+	Murakumo Type-0	F1
Murakumo Type-EX+	F5	=	Star Edge	A4	+	Alexander	G1
Alexander	G1	=	Rant - Zerard				
Alex Impulse	G2	=	Plain Edge	A1	+	Alexander	G1
Alex Decider	G3	=	Mohandis - Rosa				
Olympias	G4	=	Shining Blazon	C3	+	Alexander	G1
Olympias+	G5	=	Metal Breaker	E1	+	Alexander	G1

SIDEQUESTING

OPTIMAL COMBO TABLE

JASTER'S MAIN WEAPONS (CONT.)

Weapon Name	Abbr.		Weapon Name	Abbr.		Weapon Name	Abbr.
Blizzard Edge	H1	=	Kayo - Vedan				
Glacier Edge	H2	=	Crimson Fever	D3	+	Alexander	G1
Icicle Edge	H3	=	Alexander	G1	+	Crimson Fever	D3
Diamond Freezer	H4	=	Alexander	G1	+	Alexander	G1
Diamond Freezer+	H5	=	Murakumo Type-0	F1	+	Alex Decider	G3
Saba Luga	I1	=	Kattaro - Juraika				
Saba Garuda	I2	=	Metal Breaker	E1	+	Alex Decider	G3
Dom Zolga	I3	=	Rock Crusher	B1	+	Ridge Crusher	B2
Zelega Zenega	I4	=	Ridge Crusher	B2	+	Saba Luga	I1
Zelega Zenega+	I5	=	Star Edge	A4	+	Spirit Calibur	J2
Phantom Slayer	J1	=	Alex Decider	G3	+	Alex Decider	G3
Spirit Calibur	J2	=	Kayo - Vedan				
Arc Calibur	J3	=	Gaea Crusher	B4	+	Spirit Calibur	J2
Grand Calibur	J4	=	Wanboko - Juraika				
Grand Calibur+	J5	=	Shining Blazon	C3	+	Grand Calibur	J4
Gustbringer	K1	=	Mohandis - Rosa				
Gustraiser	K2	=	Gaea Crusher	B4	+	Grand Calibur	J4
Galeblazer	K3	=	Shining Horn	C1	+	Rising Sun	D1
Gundarion	K4	=	Murakumo Type-0	F1	+	Grand Calibur	J4
Gundarion+	K5	=	Alex Decider	G3	+	Grand Calibur	J4
Demon Rouser	L1	=	Crimson Fever	D3	+	Spirit Calibur	J2
Demon Medium	L2	=	Alexander	G1	+	Grand Calibur	J4
Adamon Raiser	L3	=	Narcissus - Mariglenn				
Lucifer's Adamon	L4	=	Spirit Calibur	J2	+	Spirit Calibur	J2
Lucifer's Adamon+	L5	=	Saba Luga	I1	+	Adamon Raiser	L3
Judgment Halo	M1	=	Narcissus - Mariglenn				
Dazzling Halo	M2	=	Grand Calibur	J4	+	Grand Calibur	J4
Majestic Halo	M3	=	Spirit Calibur	J2	+	Adamon Raiser	L3
Absolution Halo	M4	=	Grand Calibur	J4	+	Judgment Halo	M1
Absolution Halo+	M5	=	Adamon Raiser	L3	+	Adamon Raiser	L3



FROG LOG TABLE JASTER'S SUB-WEAPONS

	Weapon Name	Abbr.		Weapon Name	Abbr.		Weapon Name	Abbr.
★	Slungrosse	A1	+	Burning Blaster	B1	=	Body Arms+	A5
★	Rumblerosse	A2	+	Graverosse	A3	=	Body Arms+	A5
★	Graverosse	A3	+	Slungrosse	A1	=	Body Arms+	A5
★	Body Arms	A4	+	Rumblerosse	A2	=	Frost Magnum	C1
	Body Arms+	A5	+	Body Arms	A4	=	Binding Frost	C3
★	Burning Blaster	B1	+	Rumblerosse	A2	=	Body Arms+	A5
★	Burning Blaster DX	B2	+	Burning Blaster	B1	=	Tyrant Blaster	B4
★	Destructo Blaster	B3	+	Graverosse	A3	=	Tyrant Blaster+	B5
★	Tyrant Blaster	B4	+	Destructo Blaster	B3	=	Lord Shooter	D2
	Tyrant Blaster+	B5	+	Frost Magnum	C1	=	Callisto Shooter	D3
	Frost Magnum	C1	+	Burning Blaster DX	B2	=	Radical Frost	C4
	Frost Magnum DX	C2	+	Body Arms+	A5	=	Radical Frost+	C5
★	Binding Frost	C3	+	Destructo Blaster	B3	=	Justice Ray	E1
	Radical Frost	C4	+	Frost Magnum	C1	=	Apollon Shooter+	D5
	Radical Frost+	C5	+	King Shooter	D1	=	Code of Justice	E4
★	King Shooter	D1	+	Tyrant Blaster	B4	=	Apollon Shooter	D4
	Lord Shooter	D2	+	Frost Magnum DX	C2	=	Justice Strike	E3
	Callisto Shooter	D3	+	Tyrant Blaster+	B5	=	Chaos Vulture	F1
	Apollon Shooter	D4	+	Radical Frost	C4	=	Code of Justice+	E5
	Apollon Shooter+	D5	+	Radical Frost+	C5	=	Lord Hades	F4
★	Justice Ray	E1	+	Binding Frost	C3	=	Code of Justice+	E5
	Justice Slash	E2	+	Tyrant Blaster+	B5	=	Dark Megaera	F3
	Justice Strike	E3	+	Justice Ray	E1	=	Lord Hades+	F5
	Code of Justice	E4	+	Callisto Shooter	D3	=	Zenon DR-3	G3
	Code of Justice+	E5	+	Apollon Shooter	D4	=	Orion	H1
	Chaos Vulture	F1	+	Lord Shooter	D2	=	Zenon D+	G2
	Black Owl	F2	+	Radical Frost+	C5	=	Zenon DR-3	G3
	Dark Megaera	F3	+	Apollon Shooter+	D5	=	Zenon Hi-EX	G4
	Lord Hades	F4	+	Justice Slash	E2	=	Vita Orion	H2
	Lord Hades+	F5	+	Black Owl	F2	=	Pleiades	H3
★	Zenon D	G1	+	Callisto Shooter	D3	=	Zenon Hi-EX	G4
	Zenon D+	G2	+	Apollon Shooter	D4	=	Zenon Hi-EX+	G5
	Zenon DR-3	G3	+	Chaos Vulture	F1	=	Pleiades	H3
	Zenon Hi-EX	G4	+	Code of Justice	E4	=	Arc Scorpion+	H5
	Orion	H1	+	Justice Strike	E3	=	Pleiades	H3

SIDEQUESTING

OPTIMAL COMBO TABLE JASTER'S SUB-WEAPONS (CONT.)

Weapon Name	Abbr.		Weapon Name	Abbr.		Weapon Name	Abbr.
Slungrosse	A1	=	Mohandis - Rosa				
Rumblerosse	A2	=	Alice - Zerard				
Graverosse	A3	=	Shilhawa - Rosa				
Body Arms	A4	=	Rant - Zerard				
Body Arms+	A5	=	Slungrosse	A1	+	Body Arms	A4
Burning Blaster	B1	=	Uttaro - Juraika				
Burning Blaster DX	B2	=	Alice - Zerard				
Destructo Blaster	B3	=	Kayo - Vedan				
Tyrant Blaster	B4	=	Rant - Zerard				
Tyrant Blaster+	B5	=	Burning Blaster	B1	+	Burning Blaster	B1
Frost Magnum	C1	=	Body Arms	A4	+	Rumblerosse	A2
Frost Magnum DX	C2	=	Rant - Zerard				
Binding Frost	C3	=	Ouki - Zerard				
Radical Frost	C4	=	Slungrosse	A1	+	Binding Frost	C3
Radical Frost+	C5	=	Binding Frost	C3	+	Rumblerosse	A2
King Shooter	D1	=	Rant - Zerard				
Lord Shooter	D2	=	Body Arms	A4	+	Binding Frost	C3
Callisto Shooter	D3	=	Kayo - Vedan				
Apollon Shooter	D4	=	Binding Frost	C3	+	Tyrant Blaster	B4
Apollon Shooter+	D5	=	Body Arms	A4	+	Justice Ray	E1
Justice Ray	E1	=	Rant - Zerard				
Justice Slash	E2	=	Slungrosse	A1	+	Justice Ray	E1
Justice Strike	E3	=	Tyrant Blaster	B4	+	Justice Ray	E1
Code of Justice	E4	=	Binding Frost	C3	+	Justice Ray	E1
Code of Justice+	E5	=	Justice Ray	E1	+	Justice Ray	E1
Chaos Vulture	F1	=	Kayo - Vedan				
Black Owl	F2	=	Callisto Shooter	D3	+	Callisto Shooter	D3
Dark Megaera	F3	=	Justice Ray	E1	+	Callisto Shooter	D3
Lord Hades	F4	=	Justice Ray	E1	+	Chaos Vulture	F1
Lord Hades+	F5	=	Frost Magnum DX	C2	+	Zenon D	G1
Zenon D	G1	=	Alice - Zerard				
Zenon D+	G2	=	Destructo Blaster	B3	+	Zenon D	G1
Zenon DR-3	G3	=	Callisto Shooter	D3	+	Zenon D	G1
Zenon Hi-EX	G4	=	Zenon D	G1	+	Callisto Shooter	D3
Zenon Hi-EX+	G5	=	Tyrant Blaster	B4	+	Zenon D	G1
Orion	H1	=	Chaos Vulture	F1	+	Chaos Vulture	F1
Vita Orion	H2	=	Zenon D	G1	+	Chaos Vulture	F1
Pleiades	H3	=	Binding Frost	C3	+	Arc Scorpion+	H5
Arc Scorpion	H4	=	Frost Magnum DX	C2	+	Vita Orion	H2
Arc Scorpion+	H5	=	Binding Frost	C3	+	Callisto Shooter	D3



FROG LOG TABLE KISALA'S MAIN WEAPONS

	Weapon Name	Abbr.		Weapon Name	Abbr.		Weapon Name	Abbr.
★	Pirate's Daggers	A1	+	Aqua Slashers	B1	=	Cosmo Talismans	A5
★	Pirate's Ashes	A2	+	Cosmo Talismans	A4	=	Sirius' Claws	C1
★	Pirate's Glaives	A3	+	Pirate's Daggers	A1	=	Cosmo Talismans	A5
★	Cosmo Talismans	A4	+	Pirate's Glaives	A3	=	Final Blues	B4
	Cosmo Talismans+	A5	+	Pirate's Glaives	A3	=	Final Blues+	B5
★	Aqua Slashers	B1	+	Pirate's Glaives	A3	=	Deep Slashers	B3
★	Deep Aquas	B2	+	Aqua Slashers	B1	=	Final Blues	B4
★	Deep Slashers	B3	+	Cosmo Talismans	A4	=	Siren's Nails	C3
	Final Blues	B4	+	Deep Aquas	B2	=	Cosmo Jades	C4
	Final Blues+	B5	+	Sirius' Claws	C1	=	Sparkling Pixies	D3
★	Sirius' Claws	C1	+	Aqua Slashers	B1	=	Luminous Batons	D1
	Lamia's Fangs	C2	+	Cosmo Talismans+	A5	=	Cosmo Jades+	C5
	Siren's Nails	C3	+	Deep Slashers	B3	=	Mist Edges	E1
	Cosmo Jades	C4	+	Final Blues+	B5	=	Lightning Edges	E3
	Cosmo Jades+	C5	+	Final Blues+	B5	=	Ancient Daggers	F1
	Luminous Batons	D1	+	Final Blues	B4	=	Mercy Sprites	D4
	Volt Batons	D2	+	Final Blues	B4	=	Mercy Sprites+	D5
	Sparkling Pixies	D3	+	Siren's Nails	C3	=	Innocent Fairies	E4
	Mercy Sprites	D4	+	Final Blues	B4	=	Innocent Fairies	E4
	Mercy Sprites+	D5	+	Deep Slashers	B3	=	Innocent Fairies+	E5
	Mist Edges	E1	+	Luminous Batons	D1	=	Innocent Fairies+	E5
	Fairy Edges	E2	+	Siren's Nails	C3	=	Devil Forks	G1
	Lightning Edges	E3	+	Sparkling Pixies	D3	=	Rune Breakers+	F5
	Innocent Fairies	E4	+	Volt Batons	D2	=	Belladonna Needles	G3
	Innocent Fairies+	E5	+	Fairy Edges	E2	=	Basilisk Tails+	G5
★	Ancient Daggers	F1	+	Deep Aquas	B2	=	Daggers of Life	F3
★	Splendid Daggers	F2	+	Cosmo Jades	C4	=	Belladonna Needles	G3
	Daggers of Life	F3	+	Mercy Sprites	D4	=	Basilisk Tails+	G5
	Rune Breakers	F4	+	Volt Batons	D2	=	Basilisk Tails+	G5
	Rune Breakers+	F5	+	Sparkling Pixies	D3	=	Moebius Knives	I1
★	Devil Forks	G1	+	Luminous Batons	D1	=	Basilisk Tails+	G5
	Devil Slingers	G2	+	Mercy Sprites+	D5	=	Alterna Goddesses	H4
	Belladonna Needles	G3	+	Lightning Edges	E3	=	Alterna Goddesses+	H5
	Basilisk Tails	G4	+	Daggers of Life	F3	=	Andromedas	J1
	Basilisk Tails+	G5	+	Innocent Fairies	E4	=	Twin Uroboros	I4
	Arhat's Tonfas	H1	+	Cosmo Jades+	C5	=	Moebius Blades	I2
	Astro Tonfas	H2	+	Mist Edges	E1	=	Alterna Goddesses+	H5
	Despera Tonfas	H3	+	Ancient Daggers	F1	=	Andromedas	J1
	Alterna Goddesses	H4	+	Innocent Fairies+	E5	=	Andromesias	J2
	Alterna Goddesses+	H5	+	Devil Slingers	G2	=	Androphantes	J3
	Moebius Knives	I1	+	Volt Batons	D2	=	Andromedas	J1
	Moebius Blades	I2	+	Splendid Daggers	F2	=	Twin Uroboros+	I5
	Chaining Blades	I3	+	Devil Forks	G1	=	Androphantes	J3
	Twin Uroboros	I4	+	Despera Tonfas	H3	=	Snow Queens+	J5
	Andromedas	J1	+	Belladonna Needles	G3	=	Snow Queens	J4

SIDEQUESTING

OPTIMAL COMBO TABLE KISALA'S MAIN WEAPONS

Weapon Name	Abbr.		Weapon Name	Abbr.		Weapon Name	Abbr.
Pirate's Daggers	A1	=	Uttaro - Juraika				
Pirate's Ashes	A2	=	Hanbarney - Zerard				
Pirate's Glaives	A3	=	Mokka - Juraika				
Cosmo Talismans	A4	=	Rant - Zerard				
Cosmo Talismans+	A5	=	Pirate's Daggers	A1	+	Deep Aquas	B2
Aqua Slashers	B1	=	Rant - Zerard				
Deep Aquas	B2	=	Wanboko - Juraika				
Deep Slashers	B3	=	Macros - Alistia				
Final Blues	B4	=	Cosmo Talismans	A4	+	Aqua Slashers	B1
Final Blues+	B5	=	Aqua Slashers	B1	+	Aqua Slashers	B1
Sirius' Claws	C1	=	Wanboko - Juraika				
Lamia's Fangs	C2	=	Pirate's Daggers	A1	+	Sirius' Claws	C1
Siren's Nails	C3	=	Deep Aquas	B2	+	Deep Aquas	B2
Cosmo Jades	C4	=	Pirate's Daggers	A1	+	Luminous Batons	D1
Cosmo Jades+	C5	=	Deep Aquas	B2	+	Sirius' Claws	C1
Luminous Batons	D1	=	Rant - Zerard				
Volt Batons	D2	=	Cosmo Talismans	A4	+	Luminous Batons	D1
Sparkling Pixies	D3	=	Sirius' Claws	C1	+	Luminous Batons	D1
Mercy Sprites	D4	=	Cosmo Talismans	A4	+	Cosmo Jades+	C5
Mercy Sprites+	D5	=	Cosmo Jades+	C5	+	Deep Aquas	B2
Mist Edges	E1	=	Pirate's Daggers	A1	+	Cosmo Jades+	C5
Fairy Edges	E2	=	Kayo - Vedan				
Lightning Edges	E3	=	Pirate's Daggers	A1	+	Fairy Edges	E2
Innocent Fairies	E4	=	Koleiwa - Juraika				
Innocent Fairies+	E5	=	Pirate's Glaives	A3	+	Splendid Daggers	F2
Ancient Daggers	F1	=	Kayo - Vedan				
Splendid Daggers	F2	=	Mohandis - Rosa				
Daggers of Life	F3	=	Cosmo Talismans	A4	+	Splendid Daggers	F2
Rune Breakers	F4	=	Macros - Alistia				
Rune Breakers+	F5	=	Pirate's Ashes	A2	+	Pirate's Glaives	A3
Devil Forks	G1	=	Alice - Zerard				
Devil Slingers	G2	=	Pirate's Daggers	A1	+	Devil Forks	G1
Belladonna Needles	G3	=	Kayo - Vedan				
Basilisk Tails	G4	=	Luminous Batons	D1	+	Devil Forks	G1
Basilisk Tails+	G5	=	Luminous Batons	D1	+	Belladonna Needles	G3
Arhat's Tonfas	H1	=	Alice - Zerard				
Astro Tonfas	H2	=	Devil Forks	G1	+	Luminous Batons	D1
Despera Tonfas	H3	=	Splendid Daggers	F2	+	Splendid Daggers	F2
Alterna Goddesses	H4	=	Devil Forks	G1	+	Devil Forks	G1
Alterna Goddesses+	H5	=	Devil Forks	G1	+	Belladonna Needles	G3
Moebius Knives	I1	=	Mohandis - Rosa				
Moebius Blades	I2	=	Splendid Daggers	F2	+	Belladonna Needles	G3
Chaining Blades	I3	=	Belladonna Needles	G3	+	Belladonna Needles	G3
Twin Uroboros	I4	=	Arhat's Tonfas	H1	+	Arhat's Tonfas	H1
Twin Uroboros+	I5	=	Luminous Batons	D1	+	Arhat's Tonfas	H1
Andromedas	J1	=	Innocent Fairies	E4	+	Moebius Knives	I1
Andromesias	J2	=	Moebius Knives	I1	+	Arhat's Tonfas	H1
Androphantes	J3	=	Deep Slashers	B3	+	Twin Uroboros+	I5
Snow Queens	J4	=	Cosmo Jades+	C5	+	Fairy Edges	E2
Snow Queens+	J5	=	Twin Uroboros+	I5	+	Ancient Daggers	F1



FROG LOG TABLE KISALA'S SUB-WEAPONS

	Weapon Name	Abbr.		Weapon Name	Abbr.		Weapon Name	Abbr.
★	Leather Sneakers	A1	+	Violet Stars	B1	=	Prime Sneakers+	A5
★	Mode Sneakers	A2	+	Aerie Sneakers	A3	=	Prime Sneakers+	A5
★	Aerie Sneakers	A3	+	Prime Sneakers	A4	=	Luxurious Stars	B4
★	Prime Sneakers	A4	+	Mode Sneakers	A2	=	Mist Boots	C1
	Prime Sneakers+	A5	+	Violet Stars	B1	=	Luxurious Stars+	B5
★	Violet Stars	B1	+	Mode Sneakers	A2	=	Prime Sneakers+	A5
★	Wishing Stars	B2	+	Mode Sneakers	A2	=	Mist Boots	C1
★	Siren Stars	B3	+	Prime Sneakers	A4	=	Winged Boots	C3
	Luxurious Stars	B4	+	Wishing Stars	B2	=	Sprydes	C4
	Luxurious Stars+	B5	+	Prime Sneakers+	A5	=	Glamorous Beats	D3
	Mist Boots	C1	+	Violet Stars	B1	=	Lovely Taps	D1
★	Wild Boots	C2	+	Prime Sneakers	A4	=	Sprydes+	C5
	Winged Boots	C3	+	Siren Stars	B3	=	Dancing Charmers	D4
	Sprydes	C4	+	Prime Sneakers+	A5	=	Aurora Shoes	E2
	Sprydes+	C5	+	Wild Boots	C2	=	Artemis Shoes	E4
★	Lovely Taps	D1	+	Wishing Stars	B2	=	Aura Shoes	E1
	Cutie Steps	D2	+	Mist Boots	C1	=	Dancing Charmers+	D5
	Glamorous Beats	D3	+	Luxurious Stars	B4	=	Angel Slippers	F1
	Dancing Charmers	D4	+	Lovely Taps	D1	=	Artemis Shoes+	E5
	Dancing Charmers+	D5	+	Winged Boots	C3	=	Succubus Slippers	F3
	Aura Shoes	E1	+	Luxurious Stars+	B5	=	Demon Slippers	F2
	Aurora Shoes	E2	+	Sprydes	C4	=	Rose Pumps	G1
	Athena Shoes	E3	+	Glamorous Beats	D3	=	Sailing Flora	F4
	Artemis Shoes	E4	+	Cutie Steps	D2	=	Enamel Roses	G2
	Artemis Shoes+	E5	+	Dancing Charmers	D4	=	Angelic Roses	G3
	Angel Slippers	F1	+	Sprydes+	C5	=	Sailing Flora	F4
	Demon Slippers	F2	+	Aurora Shoes	E2	=	Sailing Flora+	F5
	Succubus Slippers	F3	+	Aura Shoes	E1	=	Angelic Roses	G3
	Sailing Flora	F4	+	Dancing Charmers+	D5	=	Matriarch's Roses	G4
	Rose Pumps	G1	+	Athena Shoes	E3	=	Matriarch's Roses	G4
	Enamel Roses	G2	+	Aurora Shoes	E2	=	Matriarch's Roses+	G5

SIDEQUESTING

OPTIMAL COMBO TABLE KISALA'S SUB-WEAPONS

Weapon Name	Abbr.		Weapon Name	Abbr.		Weapon Name	Abbr.
Leather Sneakers	A1	=	Uttaro - Juraika				
Mode Sneakers	A2	=	Alice - Zerard				
Aerie Sneakers	A3	=	Hanbarney - Zerard				
Prime Sneakers	A4	=	Alice - Zerard				
Prime Sneakers+	A5	=	Leather Sneakers	A1	+	Prime Sneakers	A4
Violet Stars	B1	=	Wanboko - Juraika				
Wishing Stars	B2	=	Hanbarney - Zerard				
Siren Stars	B3	=	Rant - Zerard				
Luxurious Stars	B4	=	Aerie Sneakers	A3	+	Violet Stars	B1
Luxurious Stars+	B5	=	Violet Stars	B1	+	Violet Stars	B1
Mist Boots	C1	=	Leather Sneakers	A1	+	Siren Stars	B3
Wild Boots	C2	=	Alice - Zerard				
Winged Boots	C3	=	Wishing Stars	B2	+	Wishing Stars	B2
Sprydes	C4	=	Leather Sneakers	A1	+	Lovely Taps	D1
Sprydes+	C5	=	Prime Sneakers	A4	+	Lovely Taps	D1
Lovely Taps	D1	=	Alice - Zerard				
Cutie Steps	D2	=	Aerie Sneakers	A3	+	Lovely Taps	D1
Glamorous Beats	D3	=	Siren Stars	B3	+	Lovely Taps	D1
Dancing Charmers	D4	=	Wild Boots	C2	+	Lovely Taps	D1
Dancing Charmers+	D5	=	Prime Sneakers	A4	+	Dancing Charmers	D4
Aura Shoes	E1	=	Winged Boots	C3	+	Wishing Stars	B2
Aurora Shoes	E2	=	Leather Sneakers	A1	+	Dancing Charmers	D4
Athena Shoes	E3	=	Mode Sneakers	A2	+	Aerie Sneakers	A3
Artemis Shoes	E4	=	Lovely Taps	D1	+	Lovely Taps	D1
Artemis Shoes+	E5	=	Athena Shoes	E3	+	Siren Stars	B3
Angel Slippers	F1	=	Leather Sneakers	A1	+	Athena Shoes	E3
Demon Slippers	F2	=	Athena Shoes	E3	+	Mode Sneakers	A2
Succubus Slippers	F3	=	Leather Sneakers	A1	+	Enamel Roses	G2
Sailing Flora	F4	=	Aerie Sneakers	A3	+	Enamel Roses	G2
Sailing Flora+	F5	=	Siren Stars	B3	+	Enamel Roses	G2
Rose Pumps	G1	=	Artemis Shoes	E4	+	Lovely Taps	D1
Enamel Roses	G2	=	Narcissus - Mariglenn				
Angelic Roses	G3	=	Sprydes	C4	+	Enamel Roses	G2
Matriarch's Roses	G4	=	Enamel Roses	G2	+	Lovely Taps	D1
Matriarch's Roses+	G5	=	Enamel Roses	G2	+	Enamel Roses	G2



FROG LOG TABLE STEVE'S MAIN WEAPONS

	Weapon Name	Abbr.		Weapon Name	Abbr.		Weapon Name	Abbr.
★	Great Hands	A1	+	Greater Hands	B1	=	Dynamite Hands+	A5
★	Muscle Hands	A2	+	Dynamite Hands	A4	=	Steel Hammer Fists	C1
★	Knockout Hands	A3	+	Great Hands	A1	=	Dynamite Hands+	A5
★	Dynamite Hands	A4	+	Knockout Hands	A3	=	Omega Hands	B4
	Dynamite Hands+	A5	+	Knockout Hands	A3	=	Omega Hands+	B5
★	Greater Hands	B1	+	Knockout Hands	A3	=	Giga Hands	B3
★	Geo Hands	B2	+	Greater Hands	B1	=	Omega Hands	B4
★	Giga Hands	B3	+	Dynamite Hands	A4	=	Rocket Hammer Fists	C3
	Omega Hands	B4	+	Geo Hands	B2	=	Alchemic Meteor Fists	C4
	Omega Hands+	B5	+	Steel Hammer Fists	C1	=	Great Scissors	D3
★	Steel Hammer Fists	C1	+	Greater Hands	B1	=	Piercing Claws	D1
	Alloy Hammer Fists	C2	+	Dynamite Hands+	A5	=	Alchemic Meteor Fists+	C5
	Rocket Hammer Fists	C3	+	Giga Hands	B3	=	Deep Drill Fingers	E1
	Alchemic Meteor Fists	C4	+	Omega Hands+	B5	=	Keen Point Fingers	E3
	Alchemic Meteor Fists+	C5	+	Omega Hands+	B5	=	Poison Hands	F1
	Piercing Claws	D1	+	Omega Hands	B4	=	Jabbing Extras	D4
	Rock Hard Claws	D2	+	Omega Hands	B4	=	Jabbing Extras+	D5
	Great Scissors	D3	+	Rocket Hammer Fists	C3	=	Iron Splitter Fingers	E4
	Jabbing Extras	D4	+	Omega Hands	B4	=	Iron Splitter Fingers	E4
	Jabbing Extras+	D5	+	Giga Hands	B3	=	Iron Splitter Fingers+	E5
	Deep Drill Fingers	E1	+	Piercing Claws	D1	=	Iron Splitter Fingers+	E5
	Wave Impact Fingers	E2	+	Rocket Hammer Fists	C3	=	Iron Miner Hands	G1
	Keen Point Fingers	E3	+	Great Scissors	D3	=	Malebolge 200X+	F5
	Iron Splitter Fingers	E4	+	Rock Hard Claws	D2	=	Crackling Bolt Hands	G3
	Iron Splitter Fingers+	E5	+	Wave Impact Fingers	E2	=	Advent Storm Hands+	G5
	Poison Hands	F1	+	Geo Hands	B2	=	Total Inferno Hands	F3
	Inferno Hands	F2	+	Alchemic Meteor Fists	C4	=	Crackling Bolt Hands	G3
	Total Inferno Hands	F3	+	Jabbing Extras	D4	=	Advent Storm Hands+	G5
	Malebolge 200X	F4	+	Rock Hard Claws	D2	=	Advent Storm Hands+	G5
	Malebolge 200X+	F5	+	Great Scissors	D3	=	Mace Fists	I1
	Iron Miner Hands	G1	+	Piercing Claws	D1	=	Advent Storm Hands+	G5
	Ethereal Iron Hands	G2	+	Jabbing Extras+	D5	=	Pluto Drivers	H4
	Crackling Bolt Hands	G3	+	Keen Point Fingers	E3	=	Pluto Drivers+	H5
	Advent Storm Hands	G4	+	Total Inferno Hands	F3	=	Magellan Arms	J1
	Advent Storm Hands+	G5	+	Iron Splitter Fingers	E4	=	Gigaton Arms	I4
	Roaring Knuckles	H1	+	Alchemic Meteor Fists+	C5	=	Bulldozer Arms	I2
	Meteor Strikers	H2	+	Deep Drill Fingers	E1	=	Pluto Drivers+	H5
	Phantom Fists	H3	+	Poison Hands	F1	=	Magellan Arms	J1
	Pluto Drivers	H4	+	Iron Splitter Fingers+	E5	=	Nebula Arms	J2
	Pluto Drivers+	H5	+	Ethereal Iron Hands	G2	=	Galaxy Arms	J3
	Mace Fists	I1	+	Rock Hard Claws	D2	=	Magellan Arms	J1
	Bulldozer Arms	I2	+	Inferno Hands	F2	=	Gigaton Arms+	I5
★	Murderous Arms	I3	+	Iron Miner Hands	G1	=	Galaxy Arms	J3
	Gigaton Arms	I4	+	Phantom Fists	H3	=	Final Big Bang+	J5
	Magellan Arms	J1	+	Crackling Bolt Hands	G3	=	Final Big Bang	J4

SIDEQUESTING

OPTIMAL COMBO TABLE STEVE'S MAIN WEAPONS

Weapon Name	Abbr.		Weapon Name	Abbr.		Weapon Name	Abbr.
Great Hands	A1	=	Shilhawa - Rosa				
Muscle Hands	A2	=	Shilhawa - Rosa				
Knockout Hands	A3	=	Rant - Zerard				
Dynamite Hands	A4	=	Kayo - Vedan				
Dynamite Hands+	A5	=	Great Hands	A1	+	Dynamite Hands	A4
Greater Hands	B1	=	Alice - Zerard				
Geo Hands	B2	=	Kayo - Vedan				
Giga Hands	B3	=	Rant - Zerard				
Omega Hands	B4	=	Knockout Hands	A3	+	Giga Hands	B3
Omega Hands+	B5	=	Greater Hands	B1	+	Greater Hands	B1
Steel Hammer Fists	C1	=	Bivine - Zerard				
Alloy Hammer Fists	C2	=	Dynamite Hands	A4	+	Giga Hands	B3
Rocket Hammer Fists	C3	=	Geo Hands	B2	+	Geo Hands	B2
Alchemic Meteor Fists	C4	=	Steel Hammer Fists	C1	+	Giga Hands	B3
Alchemic Meteor Fists+	C5	=	Geo Hands	B2	+	Steel Hammer Fists	C1
Piercing Claws	D1	=	Steel Hammer Fists	C1	+	Steel Hammer Fists	C1
Rock Hard Claws	D2	=	Dynamite Hands	A4	+	Rocket Hammer Fists	C3
Great Scissors	D3	=	Rocket Hammer Fists	C3	+	Geo Hands	B2
Jabbing Extras	D4	=	Mohandis - Rosa				
Jabbing Extras+	D5	=	Dynamite Hands	A4	+	Deep Drill Fingers	E1
Deep Drill Fingers	E1	=	Rant - Zerard				
Wave Impact Fingers	E2	=	Great Hands	A1	+	Deep Drill Fingers	E1
Keen Point Fingers	E3	=	Deep Drill Fingers	E1	+	Greater Hands	B1
Iron Splitter Fingers	E4	=	Deep Drill Fingers	E1	+	Giga Hands	B3
Iron Splitter Fingers+	E5	=	Deep Drill Fingers	E1	+	Deep Drill Fingers	E1
Poison Hands	F1	=	Deep Drill Fingers	E1	+	Geo Hands	B2
Inferno Hands	F2	=	Alice - Zerard				
Total Inferno Hands	F3	=	Dynamite Hands	A4	+	Inferno Hands	F2
Malebolge 200X	F4	=	Muscle Hands	A2	+	Inferno Hands	F2
Malebolge 200X+	F5	=	Dynamite Hands	A4	+	Iron Miner Hands	G1
Iron Miner Hands	G1	=	Alice - Zerard				
Ethereal Iron Hands	G2	=	Great Hands	A1	+	Iron Miner Hands	G1
Crackling Bolt Hands	G3	=	Steel Hammer Fists	C1	+	Iron Miner Hands	G1
Advent Storm Hands	G4	=	Knockout Hands	A3	+	Roaring Knuckles	H1
Advent Storm Hands+	G5	=	Dynamite Hands	A4	+	Advent Storm Hands	G4
Roaring Knuckles	H1	=	Rant - Zerard				
Meteor Strikers	H2	=	Giga Hands	B3	+	Roaring Knuckles	H1
Phantom Fists	H3	=	Inferno Hands	F2	+	Inferno Hands	F2
Pluto Drivers	H4	=	Iron Miner Hands	G1	+	Iron Miner Hands	G1
Pluto Drivers+	H5	=	Iron Miner Hands	G1	+	Roaring Knuckles	H1
Mace Fists	I1	=	Jabbing Extras	D4	+	Roaring Knuckles	H1
Bulldozer Arms	I2	=	Inferno Hands	F2	+	Roaring Knuckles	H1
Murderous Arms	I3	=	Charles - Mariglenn				
Gigaton Arms	I4	=	Roaring Knuckles	H1	+	Roaring Knuckles	H1
Gigaton Arms+	I5	=	Inferno Hands	F2	+	Nebula Arms	J2
Magellan Arms	J1	=	Dynamite Hands	A4	+	Murderous Arms	I3
Nebula Arms	J2	=	Narcissus - Mariglenn				
Galaxy Arms	J3	=	Roaring Knuckles	H1	+	Nebula Arms	J2
Final Big Bang	J4	=	Murderous Arms	I3	+	Nebula Arms	J2
Final Big Bang+	J5	=	Nebula Arms	J2	+	Nebula Arms	J2



FROG LOG TABLE STEVE'S SUB-WEAPONS

	Weapon Name	Abbr.		Weapon Name	Abbr.		Weapon Name	Abbr.
★	Satellite SG	A1	+	Beam Satellites	B1	=	Killer Grenades+	A5
★	Satellite MG	A2	+	Satellite HG-EX	A3	=	Killer Grenades+	A5
★	Satellite HG-EX	A3	+	Killer Grenades	A4	=	Killblood Geminis	B4
★	Killer Grenades	A4	+	Satellite MG	A2	=	Crystal Bees	C1
	Killer Grenades+	A5	+	Beam Satellites	B1	=	Killblood Geminis+	B5
★	Beam Satellites	B1	+	Satellite MG	A2	=	Killer Grenades+	A5
★	Beam Avengers	B2	+	Satellite MG	A2	=	Crystal Bees	C1
★	Genocide Beams	B3	+	Killer Grenades	A4	=	Gilded Drones	C3
	Killblood Geminis	B4	+	Beam Avengers	B2	=	Full Metal Punishers	C4
	Killblood Geminis+	B5	+	Killer Grenades+	A5	=	Deep Squid	D3
	Crystal Bees	C1	+	Beam Satellites	B1	=	Rapid Squid	D1
	Metal Hornets	C2	+	Killer Grenades	A4	=	Full Metal Punishers+	C5
	Gilded Drones	C3	+	Genocide Beams	B3	=	High-Tension Cuttle	D4
	Full Metal Punishers	C4	+	Killer Grenades+	A5	=	Daemon Menacers	E2
	Full Metal Punishers+	C5	+	Metal Hornets	C2	=	Devilish Blasters	E4
★	Rapid Squid	D1	+	Beam Avengers	B2	=	Blast Daemons	E1
	Mad Squid	D2	+	Crystal Bees	C1	=	High-Tension Cuttle+	D5
	Deep Squid	D3	+	Killblood Geminis	B4	=	Pro Penetrators	F1
	High-Tension Cuttle	D4	+	Rapid Squid	D1	=	Devilish Blasters+	E5
	High-Tension Cuttle+	D5	+	Gilded Drones	C3	=	Osmotic Snipers	F3
	Blast Daemons	E1	+	Killblood Geminis+	B5	=	Geo Penetrators	F2
	Daemon Menacers	E2	+	Full Metal Punishers	C4	=	Dreadnought Cannons	G1
	Depth Chargers	E3	+	Deep Squid	D3	=	Miraculous Duo	F4
	Devilish Blasters	E4	+	Mad Squid	D2	=	Dread Rising	G2
	Devilish Blasters+	E5	+	High-Tension Cuttle	D4	=	Dread Dominion	G3
	Pro Penetrators	F1	+	Full Metal Punishers+	C5	=	Miraculous Duo	F4
	Geo Penetrators	F2	+	Daemon Menacers	E2	=	Miraculous Duo+	F5
	Osmotic Snipers	F3	+	Blast Daemons	E1	=	Dread Dominion	G3
	Miraculous Duo	F4	+	High-Tension Cuttle+	D5	=	The Fearless	G4
★	Dreadnought Cannons	G1	+	Depth Chargers	E3	=	The Fearless	G4
	Dread Rising	G2	+	Daemon Menacers	E2	=	The Fearless+	G5

SIDEQUESTING

OPTIMAL COMBO TABLE STEVE'S SUB-WEAPONS

Weapon Name	Abbr.		Weapon Name	Abbr.		Weapon Name	Abbr.
Satellite SG	A1	=	Rant - Zerard				
Satellite MG	A2	=	Rant - Zerard				
Satellite HG-EX	A3	=	Macros - Alistia				
Killer Grenades	A4	=	Kayo - Vedan				
Killer Grenades+	A5	=	Satellite SG	A1	+	Killer Grenades	A4
Beam Satellites	B1	=	Rant - Zerard				
Beam Avengers	B2	=	Kayo - Vedan				
Genocide Beams	B3	=	Macros - Alistia				
Killblood Geminis	B4	=	Satellite HG-EX	A3	+	Beam Satellites	B1
Killblood Geminis+	B5	=	Beam Satellites	B1	+	Beam Satellites	B1
Crystal Bees	C1	=	Killer Grenades	A4	+	Satellite MG	A2
Metal Hornets	C2	=	Beam Avengers	B2	+	Genocide Beams	B3
Gilded Drones	C3	=	Beam Avengers	B2	+	Beam Avengers	B2
Full Metal Punishers	C4	=	Alice - Zerard				
Full Metal Punishers+	C5	=	Satellite SG	A1	+	Full Metal Punishers	C4
Rapid Squid	D1	=	Mohandis - Rosa				
Mad Squid	D2	=	Satellite HG-EX	A3	+	Rapid Squid	D1
Deep Squid	D3	=	Satellite HG-EX	A3	+	Full Metal Punishers	C4
High-Tension Cuttle	D4	=	Full Metal Punishers	C4	+	Beam Avengers	B2
High-Tension Cuttle+	D5	=	Full Metal Punishers	C4	+	Rapid Squid	D1
Blast Daemons	E1	=	Killer Grenades	A4	+	Full Metal Punishers	C4
Daemon Menacers	E2	=	Full Metal Punishers	C4	+	Genocide Beams	B3
Depth Chargers	E3	=	Botto - Alistia				
Devilish Blasters	E4	=	Rapid Squid	D1	+	Rapid Squid	D1
Devilish Blasters+	E5	=	Rapid Squid	D1	+	Depth Chargers	E3
Pro Penetrators	F1	=	Satellite SG	A1	+	Depth Chargers	E3
Geo Penetrators	F2	=	Satellite SG	A1	+	Osmotic Snipers	F3
Osmotic Snipers	F3	=	Shilhawa - Rosa				
Miraculous Duo	F4	=	Killer Grenades	A4	+	Dreadnought Cannons	G1
Miraculous Duo+	F5	=	Dreadnought Cannons	G1	+	Genocide Beams	B3
Dreadnought Cannons	G1	=	Kayo - Vedan				
Dread Rising	G2	=	Full Metal Punishers	C4	+	Dreadnought Cannons	G1
Dread Dominion	G3	=	Narcissus - Mariglenn				
The Fearless	G4	=	Dreadnought Cannons	G1	+	Dreadnought Cannons	G1
The Fearless+	G5	=	Depth Chargers	E3	+	Dread Dominion	G3



FROG LOG TABLE SIMON'S MAIN WEAPONS

	Weapon Name	Abbr.		Weapon Name	Abbr.		Weapon Name	Abbr.
★	Flamethrower	A1	+	Cold Spray	B1	=	Flaming Draken+	A5
★	Flamethrower Lv2	A2	+	Flaming Draken	A4	=	Electro Nozzle	C1
★	Flaming Air	A3	+	Flamethrower	A1	=	Flaming Draken+	A5
★	Flaming Draken	A4	+	Flaming Air	A3	=	Freeze Duster	B4
	Flaming Draken+	A5	+	Flaming Air	A3	=	Freeze Duster+	B5
★	Cold Spray	B1	+	Flaming Air	A3	=	Cool Mist Shower	B3
★	Cold Spray Lv2	B2	+	Cold Spray	B1	=	Freeze Duster	B4
	Cool Mist Shower	B3	+	Flaming Draken	A4	=	Spread Beam	C3
	Freeze Duster	B4	+	Cold Spray Lv2	B2	=	Thunder Thrower	C4
	Freeze Duster+	B5	+	Electro Nozzle	C1	=	Dual Hurricane	D3
★	Electro Nozzle	C1	+	Cold Spray	B1	=	Twin Tornado	D1
	Electro Nozzle Lv2	C2	+	Flaming Draken+	A5	=	Thunder Thrower+	C5
	Spread Beam	C3	+	Cool Mist Shower	B3	=	Lustrous Breeze	E1
	Thunder Thrower	C4	+	Freeze Duster+	B5	=	Sacred Zephyr	E3
	Thunder Thrower+	C5	+	Freeze Duster+	B5	=	Dragon Breath	F1
	Twin Tornado	D1	+	Freeze Duster	B4	=	Crossing Headwind	D4
	Double Cyclone	D2	+	Freeze Duster	B4	=	Crossing Headwind+	D5
	Dual Hurricane	D3	+	Spread Beam	C3	=	Catharsis Boomer	E4
	Crossing Headwind	D4	+	Freeze Duster	B4	=	Catharsis Boomer	E4
	Crossing Headwind+	D5	+	Cool Mist Shower	B3	=	Catharsis Boomer+	E5
	Lustrous Breeze	E1	+	Twin Tornado	D1	=	Catharsis Boomer+	E5
	Aureole Breeze	E2	+	Spread Beam	C3	=	Dark Breath	G1
	Sacred Zephyr	E3	+	Dual Hurricane	D3	=	Exedra Breath+	F5
	Catharsis Boomer	E4	+	Double Cyclone	D2	=	Dark Infection	G3
	Catharsis Boomer+	E5	+	Aureole Breeze	E2	=	Nocturne Breath+	G5
	Dragon Breath	F1	+	Cold Spray Lv2	B2	=	Scylla Breath	F3
	Chimera Breath	F2	+	Thunder Thrower	C4	=	Dark Infection	G3
	Scylla Breath	F3	+	Crossing Headwind	D4	=	Nocturne Breath+	G5
	Exedra Breath	F4	+	Double Cyclone	D2	=	Nocturne Breath+	G5
	Exedra Breath+	F5	+	Dual Hurricane	D3	=	Vice Buster	I1
	Dark Breath	G1	+	Twin Tornado	D1	=	Nocturne Breath+	G5
	Dark Hold	G2	+	Crossing Headwind+	D5	=	Pandemonium	H4
	Dark Infection	G3	+	Sacred Zephyr	E3	=	Pandemonium+	H5
	Nocturne Breath	G4	+	Scylla Breath	F3	=	Ganymede	J1
	Nocturne Breath+	G5	+	Catharsis Boomer	E4	=	Weeping Nemesis	I4
	Evil Breath	H1	+	Thunder Thrower+	C5	=	Vice Predator	I2
	Evil Cry	H2	+	Lustrous Breeze	E1	=	Pandemonium+	H5
	Evil Cacophony	H3	+	Dragon Breath	F1	=	Ganymede	J1
	Pandemonium	H4	+	Catharsis Boomer+	E5	=	Ganymedelta	J2
	Pandemonium+	H5	+	Dark Hold	G2	=	Ganymedeluxe	J3
	Vice Buster	I1	+	Double Cyclone	D2	=	Ganymede	J1
	Vice Predator	I2	+	Chimera Breath	F2	=	Weeping Nemesis+	I5
	Guilty Predator	I3	+	Dark Breath	G1	=	Ganymedeluxe	J3
	Weeping Nemesis	I4	+	Evil Cacophony	H3	=	Ganymedeon+	J5
	Ganymede	J1	+	Dark Infection	G3	=	Ganymedeon	J4

SIDEQUESTING

OPTIMAL COMBO TABLE SIMON'S MAIN WEAPONS

Weapon Name	Abbr.		Weapon Name	Abbr.		Weapon Name	Abbr.
Flamethrower	A1	=	Shilhawa - Rosa				
Flamethrower Lv2	A2	=	Mohandis - Rosa				
Flaming Air	A3	=	Alice - Zerard				
Flaming Draken	A4	=	Rant - Zerard				
Flaming Draken+	A5	=	Flamethrower	A1	+	Flaming Draken	A4
Cold Spray	B1	=	Mohandis - Rosa				
Cold Spray Lv2	B2	=	Kayo - Vedan				
Cool Mist Shower	B3	=	Flaming Air	A3	+	Flaming Draken	A4
Freeze Duster	B4	=	Flaming Draken	A4	+	Cold Spray	B1
Freeze Duster+	B5	=	Flaming Air	A3	+	Electro Nozzle	C1
Electro Nozzle	C1	=	Utoll - Zerard				
Electro Nozzle Lv2	C2	=	Flamethrower	A1	+	Electro Nozzle	C1
Spread Beam	C3	=	Electro Nozzle	C1	+	Flamethrower Lv2	A2
Thunder Thrower	C4	=	Flamethrower	A1	+	Twin Tornado	D1
Thunder Thrower+	C5	=	Cold Spray Lv2	B2	+	Electro Nozzle	C1
Twin Tornado	D1	=	Rant - Zerard				
Double Cyclone	D2	=	Flaming Draken	A4	+	Twin Tornado	D1
Dual Hurricane	D3	=	Mohandis - Rosa				
Crossing Headwind	D4	=	Flaming Draken	A4	+	Dual Hurricane	D3
Crossing Headwind+	D5	=	Flaming Draken	A4	+	Crossing Headwind	D4
Lustrous Breeze	E1	=	Flamethrower	A1	+	Dual Hurricane	D3
Aureole Breeze	E2	=	Kayo - Vedan				
Sacred Zephyr	E3	=	Twin Tornado	D1	+	Dual Hurricane	D3
Catharsis Boomer	E4	=	Twin Tornado	D1	+	Twin Tornado	D1
Catharsis Boomer+	E5	=	Twin Tornado	D1	+	Aureole Breeze	E2
Dragon Breath	F1	=	Flaming Draken	A4	+	Aureole Breeze	E2
Chimera Breath	F2	=	Fisaal - Rosa				
Scylla Breath	F3	=	Dual Hurricane	D3	+	Aureole Breeze	E2
Exedra Breath	F4	=	Aureole Breeze	E2	+	Dual Hurricane	D3
Exedra Breath+	F5	=	Flamethrower Lv2	A2	+	Flaming Air	A3
Dark Breath	G1	=	Flamethrower Lv2	A2	+	Flaming Draken	A4
Dark Hold	G2	=	Twin Tornado	D1	+	Chimera Breath	F2
Dark Infection	G3	=	Kayo - Vedan				
Nocturne Breath	G4	=	Flaming Air	A3	+	Dark Infection	G3
Nocturne Breath+	G5	=	Twin Tornado	D1	+	Dark Infection	G3
Evil Breath	H1	=	Alice - Zerard				
Evil Cry	H2	=	Electro Nozzle	C1	+	Dark Infection	G3
Evil Cacophony	H3	=	Chimera Breath	F2	+	Chimera Breath	F2
Pandemonium	H4	=	Aureole Breeze	E2	+	Dark Infection	G3
Pandemonium+	H5	=	Dark Infection	G3	+	Chimera Breath	F2
Vice Buster	I1	=	Dual Hurricane	D3	+	Dark Infection	G3
Vice Predator	I2	=	Chimera Breath	F2	+	Dark Infection	G3
Guilty Predator	I3	=	Dark Infection	G3	+	Dark Infection	G3
Weeping Nemesis	I4	=	Narcissus - Mariglenn				
Weeping Nemesis+	I5	=	Twin Tornado	D1	+	Evil Breath	H1
Ganymede	J1	=	Flaming Draken	A4	+	Weeping Nemesis	I4
Ganymedelta	J2	=	Electro Nozzle	C1	+	Weeping Nemesis	I4
Ganymedeluxe	J3	=	Dark Infection	G3	+	Weeping Nemesis	I4
Ganymedeon	J4	=	Weeping Nemesis	I4	+	Evil Breath	H1
Ganymedeon+	J5	=	Weeping Nemesis	I4	+	Weeping Nemesis	I4



FROG LOG TABLE SIMON'S SUB-WEAPONS

	Weapon Name	Abbr.		Weapon Name	Abbr.		Weapon Name	Abbr.
★	Missile Pod I	A1	+	Ranger Pod I	B1	=	Missile Pod IV+	A5
★	Missile Pod II	A2	+	Missile Pod III	A3	=	Missile Pod IV+	A5
★	Missile Pod III	A3	+	Missile Pod IV	A4	=	Quadra Bugaboo	B4
★	Missile Pod IV	A4	+	Missile Pod II	A2	=	Combat Freak	C1
	Missile Pod IV+	A5	+	Ranger Pod I	B1	=	Quadra Bugaboo+	B5
★	Ranger Pod I	B1	+	Missile Pod II	A2	=	Missile Pod IV+	A5
★	Ranger Pod II	B2	+	Missile Pod II	A2	=	Combat Freak	C1
★	Demolition Pod	B3	+	Missile Pod IV	A4	=	Combat Master	C3
	Quadra Bugaboo	B4	+	Ranger Pod II	B2	=	Executioner	C4
	Quadra Bugaboo+	B5	+	Missile Pod IV+	A5	=	Shooting Eagle	D3
★	Combat Freak	C1	+	Ranger Pod I	B1	=	Big Hawk	D1
	Combat Dexter	C2	+	Missile Pod IV	A4	=	Executioner+	C5
	Combat Master	C3	+	Demolition Pod	B3	=	Perfect Hunter	D4
	Executioner	C4	+	Missile Pod IV+	A5	=	Lupine Launcher	E2
	Executioner+	C5	+	Combat Dexter	C2	=	Tragic Lycaon	E4
★	Big Hawk	D1	+	Ranger Pod II	B2	=	Gatling Launcher	E1
	Savage Hawk	D2	+	Combat Freak	C1	=	Perfect Hunter+	D5
	Shooting Eagle	D3	+	Quadra Bugaboo	B4	=	Brutal Jaguar	F1
	Perfect Hunter	D4	+	Big Hawk	D1	=	Tragic Lycaon+	E5
	Perfect Hunter+	D5	+	Combat Master	C3	=	Leopard Aim	F3
	Gatling Launcher	E1	+	Quadra Bugaboo+	B5	=	Starving Tiger	F2
	Lupine Launcher	E2	+	Executioner	C4	=	Last Resort	G1
	Lupine Pulser	E3	+	Shooting Eagle	D3	=	Targeted Schneider	F4
	Tragic Lycaon	E4	+	Savage Hawk	D2	=	Heavenly Vision	G2
	Tragic Lycaon+	E5	+	Perfect Hunter	D4	=	Transfantasia	G3
	Brutal Jaguar	F1	+	Executioner+	C5	=	Targeted Schneider	F4
	Starving Tiger	F2	+	Lupine Launcher	E2	=	Targeted Schneider+	F5
★	Leopard Aim	F3	+	Gatling Launcher	E1	=	Transfantasia	G3
	Targeted Schneider	F4	+	Perfect Hunter+	D5	=	Paradise Lost	G4
	Last Resort	G1	+	Lupine Pulser	E3	=	Paradise Lost	G4
	Heavenly Vision	G2	+	Lupine Launcher	E2	=	Paradise Lost+	G5

SIDEQUESTING

OPTIMAL COMBO TABLE SIMON'S SUB-WEAPONS

Weapon Name	Abbr.		Weapon Name	Abbr.		Weapon Name	Abbr.
Missile Pod I	A1	=	Shilhawa - Rosa				
Missile Pod II	A2	=	Mohandis - Rosa				
Missile Pod III	A3	=	Mohandis - Rosa				
Missile Pod IV	A4	=	Rant - Zerard				
Missile Pod IV+	A5	=	Missile Pod II	A2	+	Missile Pod IV	A4
Ranger Pod I	B1	=	Utoll - Zerard				
Ranger Pod II	B2	=	Alice - Zerard				
Demolition Pod	B3	=	Kayo - Vedan				
Quadra Bugaboo	B4	=	Missile Pod III	A3	+	Ranger Pod I	B1
Quadra Bugaboo+	B5	=	Ranger Pod I	B1	+	Ranger Pod I	B1
Combat Freak	C1	=	Rant - Zerard				
Combat Dexter	C2	=	Missile Pod I	A1	+	Combat Freak	C1
Combat Master	C3	=	Missile Pod IV	A4	+	Combat Freak	C1
Executioner	C4	=	Combat Freak	C1	+	Ranger Pod II	B2
Executioner+	C5	=	Missile Pod IV	A4	+	Big Hawk	D1
Big Hawk	D1	=	Botto - Alistia				
Savage Hawk	D2	=	Missile Pod III	A3	+	Big Hawk	D1
Shooting Eagle	D3	=	Combat Freak	C1	+	Big Hawk	D1
Perfect Hunter	D4	=	Combat Freak	C1	+	Executioner	C4
Perfect Hunter+	D5	=	Missile Pod IV	A4	+	Gatling Launcher	E1
Gatling Launcher	E1	=	Rant - Zerard				
Lupine Launcher	E2	=	Missile Pod I	A1	+	Gatling Launcher	E1
Lupine Pulser	E3	=	Missile Pod II	A2	+	Missile Pod III	A3
Tragic Lycaon	E4	=	Big Hawk	D1	+	Big Hawk	D1
Tragic Lycaon+	E5	=	Gatling Launcher	E1	+	Gatling Launcher	E1
Brutal Jaguar	F1	=	Gatling Launcher	E1	+	Demolition Pod	B3
Starving Tiger	F2	=	Gatling Launcher	E1	+	Big Hawk	D1
Leopard Aim	F3	=	Narcissus - Mariglenn				
Targeted Schneider	F4	=	Missile Pod III	A3	+	Heavenly Vision	G2
Targeted Schneider+	F5	=	Combat Freak	C1	+	Heavenly Vision	G2
Last Resort	G1	=	Combat Freak	C1	+	Leopard Aim	F3
Heavenly Vision	G2	=	Narcissus - Mariglenn				
Transfantasia	G3	=	Gatling Launcher	E1	+	Heavenly Vision	G2
Paradise Lost	G4	=	Leopard Aim	F3	+	Heavenly Vision	G2
Paradise Lost+	G5	=	Heavenly Vision	G2	+	Leopard Aim	F3



FROG LOG TABLE ZEGRAM'S MAIN WEAPONS

	Weapon Name	Abbr.		Weapon Name	Abbr.		Weapon Name	Abbr.
★	Lunar Glint	A1	+	Iron Demon	B1	=	Spectral Gleam	A5
★	Half-Moon Dawn	A2	+	Spectral Gleam	A4	=	Blaze Sword	C1
★	Half-Moon Rising	A3	+	Lunar Glint	A1	=	Spectral Gleam	A5
★	Spectral Gleam	A4	+	Half-Moon Rising	A3	=	Vajra's Might	B4
	Spectral Gleam+	A5	+	Half-Moon Rising	A3	=	Vajra's Might+	B5
★	Iron Demon	B1	+	Half-Moon Rising	A3	=	Demon's Bane	B3
★	Diabolic Shredder	B2	+	Iron Demon	B1	=	Vajra's Might	B4
★	Demon's Bane	B3	+	Spectral Gleam	A4	=	Crimson Blaze	C3
	Vajra's Might	B4	+	Diabolic Shredder	B2	=	Vermillion Flare	C4
	Vajra's Might+	B5	+	Blaze Sword	C1	=	Azure Frost	D3
	Blaze Sword	C1	+	Iron Demon	B1	=	Frozen Slasher	D1
	Imp's Flame	C2	+	Spectral Gleam+	A5	=	Vermillion Flare+	C5
	Crimson Blaze	C3	+	Demon's Bane	B3	=	Violet Lightning	E1
	Vermillion Flare	C4	+	Vajra's Might+	B5	=	Violaceous Halo	E3
	Vermillion Flare+	C5	+	Vajra's Might+	B5	=	Crescent Moon	F1
	Frozen Slasher	D1	+	Vajra's Might	B4	=	Blue Stare	D4
	Ice Demon Fang	D2	+	Vajra's Might	B4	=	Blue Stare+	D5
	Azure Frost	D3	+	Crimson Blaze	C3	=	Ultraviolet Saber	E4
	Blue Stare	D4	+	Vajra's Might	B4	=	Ultraviolet Saber	E4
	Blue Stare+	D5	+	Demon's Bane	B3	=	Ultraviolet Saber+	E5
	Violet Lightning	E1	+	Frozen Slasher	D1	=	Ultraviolet Saber+	E5
	Violet Nimbus	E2	+	Crimson Blaze	C3	=	Divine Serpent	G1
	Violaceous Halo	E3	+	Azure Frost	D3	=	Moon Shade+	F5
	Ultraviolet Saber	E4	+	Ice Demon Fang	D2	=	Cloudsplitter	G3
	Ultraviolet Saber+	E5	+	Violet Nimbus	E2	=	Dragon's Ascent+	G5
★	Crescent Moon	F1	+	Diabolic Shredder	B2	=	Wicked Moon	F3
	Azure Moon	F2	+	Vermillion Flare	C4	=	Cloudsplitter	G3
	Wicked Moon	F3	+	Blue Stare	D4	=	Dragon's Ascent+	G5
	Moon Shade	F4	+	Ice Demon Fang	D2	=	Dragon's Ascent+	G5
	Moon Shade+	F5	+	Azure Frost	D3	=	Phantom Dream	I1
	Divine Serpent	G1	+	Frozen Slasher	D1	=	Dragon's Ascent+	G5
	Jeweled Dragon	G2	+	Blue Stare+	D5	=	Hundred Hells	H4
	Cloudsplitter	G3	+	Violaceous Halo	E3	=	Hundred Hells+	H5
	Dragon's Ascent	G4	+	Wicked Moon	F3	=	Great Demon	J1
	Dragon's Ascent+	G5	+	Ultraviolet Saber	E4	=	Phantasmic Glaive	I4
	Archfiend's Blade	H1	+	Vermillion Flare+	C5	=	Matchless Vision	I2
	Demonic Karma	H2	+	Violet Lightning	E1	=	Hundred Hells+	H5
	Sword of Purgatory	H3	+	Crescent Moon	F1	=	Great Demon	J1
	Hundred Hells	H4	+	Ultraviolet Saber+	E5	=	Enchanting Ogre	J2
	Hundred Hells+	H5	+	Jeweled Dragon	G2	=	Pandemonium Mistress	J3
★	Phantom Dream	I1	+	Ice Demon Fang	D2	=	Great Demon	J1
	Matchless Vision	I2	+	Azure Moon	F2	=	Phantasmic Glaive+	I5
	Rousing Vision	I3	+	Divine Serpent	G1	=	Pandemonium Mistress	J3
	Phantasmic Glaive	I4	+	Sword of Purgatory	H3	=	Hades Child+	J5
	Great Demon	J1	+	Cloudsplitter	G3	=	Hades Child	J4

SIDEQUESTING

OPTIMAL COMBO TABLE ZEGRAM'S MAIN WEAPONS

Weapon Name	Abbr.		Weapon Name	Abbr.		Weapon Name	Abbr.
Lunar Glint	A1	=	Alice - Zerard				
Half-Moon Dawn	A2	=	Alice - Zerard				
Half-Moon Rising	A3	=	Mokka - Juraika				
Spectral Gleam	A4	=	Kayo - Vedan				
Spectral Gleam+	A5	=	Lunar Glint	A1	+	Diabolic Shredder	B2
Iron Demon	B1	=	Wanboko - Juraika				
Diabolic Shredder	B2	=	Alice - Zerard				
Demon's Bane	B3	=	Kayo - Vedan				
Vajra's Might	B4	=	Half-Moon Rising	A3	+	Demon's Bane	B3
Vajra's Might+	B5	=	Iron Demon	B1	+	Iron Demon	B1
Blaze Sword	C1	=	Lunar Glint	A1	+	Demon's Bane	B3
Imp's Flame	C2	=	Spectral Gleam	A4	+	Demon's Bane	B3
Crimson Blaze	C3	=	Diabolic Shredder	B2	+	Diabolic Shredder	B2
Vermillion Flare	C4	=	Mohandis - Rosa				
Vermillion Flare+	C5	=	Lunar Glint	A1	+	Vermillion Flare	C4
Frozen Slasher	D1	=	Spectral Gleam	A4	+	Vajra's Might+	B5
Ice Demon Fang	D2	=	Alice - Zerard				
Azure Frost	D3	=	Spectral Gleam	A4	+	Vermillion Flare	C4
Blue Stare	D4	=	Vermillion Flare	C4	+	Diabolic Shredder	B2
Blue Stare+	D5	=	Vermillion Flare	C4	+	Vermillion Flare	C4
Violet Lightning	E1	=	Demon's Bane	B3	+	Vermillion Flare	C4
Violet Nimbus	E2	=	Kayo - Vedan				
Violaceous Halo	E3	=	Lunar Glint	A1	+	Violet Nimbus	E2
Ultraviolet Saber	E4	=	Lunar Glint	A1	+	Crescent Moon	F1
Ultraviolet Saber+	E5	=	Demon's Bane	B3	+	Crescent Moon	F1
Crescent Moon	F1	=	Mohandis - Rosa				
Azure Moon	F2	=	Spectral Gleam	A4	+	Crescent Moon	F1
Wicked Moon	F3	=	Spectral Gleam	A4	+	Ultraviolet Saber	E4
Moon Shade	F4	=	Violet Nimbus	E2	+	Violet Nimbus	E2
Moon Shade+	F5	=	Half-Moon Dawn	A2	+	Half-Moon Rising	A3
Divine Serpent	G1	=	Shilhawa - Rosa				
Jeweled Dragon	G2	=	Violet Nimbus	E2	+	Crescent Moon	F1
Cloudsplitter	G3	=	Macros - Alistia				
Dragon's Ascent	G4	=	Half-Moon Rising	A3	+	Archfiend's Blade	H1
Dragon's Ascent+	G5	=	Crescent Moon	F1	+	Crescent Moon	F1
Archfiend's Blade	H1	=	Kattaro - Juraika				
Demonic Karma	H2	=	Demon's Bane	B3	+	Archfiend's Blade	H1
Sword of Purgatory	H3	=	Vermillion Flare	C4	+	Archfiend's Blade	H1
Hundred Hells	H4	=	Violet Nimbus	E2	+	Archfiend's Blade	H1
Hundred Hells+	H5	=	Divine Serpent	G1	+	Archfiend's Blade	H1
Phantom Dream	I1	=	Mohandis - Rosa				
Matchless Vision	I2	=	Crimson Blaze	C3	+	Crescent Moon	F1
Rousing Vision	I3	=	Violet Nimbus	E2	+	Phantom Dream	I1
Phantasmic Glaive	I4	=	Archfiend's Blade	H1	+	Archfiend's Blade	H1
Phantasmic Glaive+	I5	=	Violet Nimbus	E2	+	Phantasmic Glaive	I4
Great Demon	J1	=	Phantom Dream	I1	+	Crescent Moon	F1
Enchanting Ogre	J2	=	Phantom Dream	I1	+	Archfiend's Blade	H1
Pandemonium Mistress	J3	=	Archfiend's Blade	H1	+	Phantasmic Glaive	I4
Hades Child	J4	=	Vermillion Flare+	C5	+	Violet Nimbus	E2
Hades Child+	J5	=	Violaceous Halo	E3	+	Phantasmic Glaive	I4



FROG LOG TABLE ZEGRAM'S SUB-WEAPONS

	Weapon Name	Abbr.		Weapon Name	Abbr.		Weapon Name	Abbr.
★	Shuriken	A1	+	Bolt Shuriken	B1	=	Vortex Star+	A5
★	Shuriken Deux	A2	+	Gust Shuriken	A3	=	Vortex Star+	A5
★	Gust Shuriken	A3	+	Vortex Star	A4	=	Celestial Strike	B4
★	Vortex Star	A4	+	Shuriken Deux	A2	=	Flame Shuriken	C1
	Vortex Star+	A5	+	Bolt Shuriken	B1	=	Celestial Strike+	B5
★	Bolt Shuriken	B1	+	Shuriken Deux	A2	=	Vortex Star+	A5
★	Bolt Deux	B2	+	Shuriken Deux	A2	=	Flame Shuriken	C1
★	White Lightning	B3	+	Vortex Star	A4	=	Inferno	C3
	Celestial Strike	B4	+	Bolt Deux	B2	=	Blazing Star	C4
	Celestial Strike+	B5	+	Vortex Star+	A5	=	Winter's Chill	D3
★	Flame Shuriken	C1	+	Bolt Shuriken	B1	=	Icy Wheel	D1
	Flame Deux	C2	+	Vortex Star	A4	=	Blazing Star+	C5
	Inferno	C3	+	White Lightning	B3	=	Blizzard	D4
	Blazing Star	C4	+	Vortex Star+	A5	=	Starlight Deux	E2
	Blazing Star+	C5	+	Flame Deux	C2	=	Alcyone	E4
★	Icy Wheel	D1	+	Bolt Deux	B2	=	Starlight	E1
	Icy Wheel Deux	D2	+	Flame Shuriken	C1	=	Blizzard+	D5
	Winter's Chill	D3	+	Celestial Strike	B4	=	Famished Wolf	F1
★	Blizzard	D4	+	Icy Wheel	D1	=	Alcyone+	E5
	Blizzard+	D5	+	Inferno	C3	=	White Wolf	F3
	Starlight	E1	+	Celestial Strike+	B5	=	Savage Beast	F2
	Starlight Deux	E2	+	Blazing Star	C4	=	Tengu Cross	G1
	Alkaid	E3	+	Winter's Chill	D3	=	Moon Bay	F4
	Alcyone	E4	+	Icy Wheel Deux	D2	=	Tengu Cross DX	G2
	Alcyone+	E5	+	Blizzard	D4	=	Arachnitengu	G3
	Famished Wolf	F1	+	Blazing Star+	C5	=	Moon Bay	F4
	Savage Beast	F2	+	Starlight Deux	E2	=	Moon Bay+	F5
	White Wolf	F3	+	Starlight	E1	=	Arachnitengu	G3
	Moon Bay	F4	+	Blizzard+	D5	=	Soaring Tengu	G4
	Tengu Cross	G1	+	Alkaid	E3	=	Soaring Tengu	G4
	Tengu Cross DX	G2	+	Starlight Deux	E2	=	Soaring Tengu+	G5

SIDEQUESTING

OPTIMAL COMBO TABLE
ZEGRAM'S SUB-WEAPONS

Weapon Name	Abbr.		Weapon Name	Abbr.		Weapon Name	Abbr.
Shuriken	A1	=	Uttaro - Juraika				
Shuriken Deux	A2	=	Mokka - Juraika				
Gust Shuriken	A3	=	Wanboko - Juraika				
Vortex Star	A4	=	Macros - Alistia				
Vortex Star+	A5	=	Shuriken	A1	+	Vortex Star	A4
Bolt Shuriken	B1	=	Alice - Zerard				
Bolt Deux	B2	=	Macros - Alistia				
White Lightning	B3	=	Ulgenie - Zerard				
Celestial Strike	B4	=	Bolt Shuriken	B1	+	White Lightning	B3
Celestial Strike+	B5	=	Bolt Shuriken	B1	+	Bolt Shuriken	B1
Flame Shuriken	C1	=	Alice - Zerard				
Flame Deux	C2	=	Shuriken	A1	+	Flame Shuriken	C1
Inferno	C3	=	Flame Shuriken	C1	+	Shuriken Deux	A2
Blazing Star	C4	=	Flame Shuriken	C1	+	Flame Shuriken	C1
Blazing Star+	C5	=	White Lightning	B3	+	Flame Shuriken	C1
Icy Wheel	D1	=	Rant - Zerard				
Icy Wheel Deux	D2	=	Bolt Shuriken	B1	+	Icy Wheel	D1
Winter's Chill	D3	=	White Lightning	B3	+	Icy Wheel	D1
Blizzard	D4	=	Mohandis - Rosa				
Blizzard+	D5	=	Vortex Star	A4	+	Starlight	E1
Starlight	E1	=	Ulgenie - Zerard				
Starlight Deux	E2	=	Shuriken	A1	+	Starlight	E1
Alkaid	E3	=	Shuriken Deux	A2	+	Gust Shuriken	A3
Alcyone	E4	=	Icy Wheel	D1	+	Icy Wheel	D1
Alcyone+	E5	=	Starlight	E1	+	Starlight	E1
Famished Wolf	F1	=	Wanboko - Juraika				
Savage Beast	F2	=	Starlight	E1	+	Icy Wheel	D1
White Wolf	F3	=	Icy Wheel	D1	+	Alcyone	E4
Moon Bay	F4	=	Shuriken	A1	+	Arachnitengu	G3
Moon Bay+	F5	=	Famished Wolf	F1	+	Famished Wolf	F1
Tengu Cross	G1	=	Blizzard	D4	+	Famished Wolf	F1
Tengu Cross DX	G2	=	Alcyone+	E5	+	Icy Wheel	D1
Arachnitengu	G3	=	Narcissus - Mariglenn				
Soaring Tengu	G4	=	Icy Wheel	D1	+	Arachnitengu	G3
Soaring Tengu+	G5	=	Famished Wolf	F1	+	Arachnitengu	G3



FROG LOG TABLE LILIKA'S MAIN WEAPONS

	Weapon Name	Abbr.		Weapon Name	Abbr.		Weapon Name	Abbr.
★	Wanderlust Bow	A1	+	Sea Gazer Bow	B1	=	Earth and Sky Bow+	A5
★	Terra Bow	A2	+	Earth and Sky Bow	A4	=	Forest Runner Bow	C1
★	Gaea Bow	A3	+	Wanderlust Bow	A1	=	Earth and Sky Bow+	A5
★	Earth and Sky Bow	A4	+	Gaea Bow	A3	=	Ocean Explorer Bow	B4
	Earth and Sky Bow+	A5	+	Gaea Bow	A3	=	Ocean Explorer Bow+	B5
★	Sea Gazer Bow	B1	+	Gaea Bow	A3	=	Mother Ocean Bow	B3
★	Sea Queller Bow	B2	+	Sea Gazer Bow	B1	=	Ocean Explorer Bow	B4
★	Mother Ocean Bow	B3	+	Earth and Sky Bow	A4	=	Forest Explorer Bow	C3
	Ocean Explorer Bow	B4	+	Sea Queller Bow	B2	=	Forest Diviner Bow	C4
	Ocean Explorer Bow+	B5	+	Forest Runner Bow	C1	=	Galebracer Bow	D3
★	Forest Runner Bow	C1	+	Sea Gazer Bow	B1	=	Windrider Bow	D1
	Forest Wanderer Bow	C2	+	Earth and Sky Bow+	A5	=	Forest Diviner Bow+	C5
	Forest Explorer Bow	C3	+	Mother Ocean Bow	B3	=	Mountainsong Bow	E1
	Forest Diviner Bow	C4	+	Ocean Explorer Bow+	B5	=	Mountain Faerie Bow	E3
	Forest Diviner Bow+	C5	+	Ocean Explorer Bow+	B5	=	Heavenly Guide Bow	F1
	Windrider Bow	D1	+	Ocean Explorer Bow	B4	=	Sacred Wind Bow	D4
	Stormbringer Bow	D2	+	Ocean Explorer Bow	B4	=	Sacred Wind Bow+	D5
	Galebracer Bow	D3	+	Forest Explorer Bow	C3	=	Mountain Nymph Bow	E4
	Sacred Wind Bow	D4	+	Ocean Explorer Bow	B4	=	Mountain Nymph Bow	E4
	Sacred Wind Bow+	D5	+	Mother Ocean Bow	B3	=	Mountain Nymph Bow+	E5
	Mountainsong Bow	E1	+	Windrider Bow	D1	=	Mountain Nymph Bow+	E5
	Mountain Spirit Bow	E2	+	Forest Explorer Bow	C3	=	Hapyunes SG	G1
	Mountain Faerie Bow	E3	+	Galebracer Bow	D3	=	Heavenly Respite Bow+	F5
★	Mountain Nymph Bow	E4	+	Stormbringer Bow	D2	=	Sphinx MH-P	G3
	Mountain Nymph Bow+	E5	+	Mountain Spirit Bow	E2	=	Siren's Wing+	G5
★	Heavenly Guide Bow	F1	+	Sea Queller Bow	B2	=	Sacred Wanderer Bow	F3
	Soaring Heavens Bow	F2	+	Forest Diviner Bow	C4	=	Sphinx MH-P	G3
	Sacred Wanderer Bow	F3	+	Sacred Wind Bow	D4	=	Siren's Wing+	G5
	Heavenly Respite Bow	F4	+	Stormbringer Bow	D2	=	Siren's Wing+	G5
	Heavenly Respite Bow+	F5	+	Galebracer Bow	D3	=	Moonlight Bow	I1
	Hapyunes SG	G1	+	Windrider Bow	D1	=	Siren's Wing+	G5
	Opinicus EX	G2	+	Sacred Wind Bow+	D5	=	Star Crosser Bow	H4
	Sphinx MH-P	G3	+	Mountain Faerie Bow	E3	=	Star Crosser Bow+	H5
	Siren's Wing	G4	+	Sacred Wanderer Bow	F3	=	Sunstalker Bow	J1
	Siren's Wing+	G5	+	Mountain Nymph Bow	E4	=	Moonbeam Bow	I4
	Stellar Dream Bow	H1	+	Forest Diviner Bow+	C5	=	Moonray Bow	I2
★	Stellar Prayer Bow	H2	+	Mountainsong Bow	E1	=	Star Crosser Bow+	H5
	Star Gatherer Bow	H3	+	Heavenly Guide Bow	F1	=	Sunstalker Bow	J1
	Star Crosser Bow	H4	+	Mountain Nymph Bow+	E5	=	Sunfighter Bow	J2
	Star Crosser Bow+	H5	+	Opinicus EX	G2	=	Sunbringer Bow	J3
	Moonlight Bow	I1	+	Stormbringer Bow	D2	=	Sunstalker Bow	J1
	Moonray Bow	I2	+	Soaring Heavens Bow	F2	=	Moonbeam Bow+	I5
	Moonsong Bow	I3	+	Hapyunes SG	G1	=	Sunbringer Bow	J3
	Moonbeam Bow	I4	+	Star Gatherer Bow	H3	=	Sunslayer Bow+	J5
	Sunstalker Bow	J1	+	Sphinx MH-P	G3	=	Sunslayer Bow	J4

SIDEQUESTING

OPTIMAL COMBO TABLE LILIKA'S MAIN WEAPONS

Weapon Name	Abbr.		Weapon Name	Abbr.		Weapon Name	Abbr.
Wanderlust Bow	A1	=	Wanboko - Juraika				
Terra Bow	A2	=	Wanboko - Juraika				
Gaea Bow	A3	=	Hanbarney - Zerard				
Earth and Sky Bow	A4	=	Ouki - Zerard				
Earth and Sky Bow+	A5	=	Wanderlust Bow	A1	+	Earth and Sky Bow	A4
Sea Gazer Bow	B1	=	Utoll - Zerard				
Sea Queller Bow	B2	=	Alice - Zerard				
Mother Ocean Bow	B3	=	Macros - Alistia				
Ocean Explorer Bow	B4	=	Earth and Sky Bow	A4	+	Sea Gazer Bow	B1
Ocean Explorer Bow+	B5	=	Sea Gazer Bow	B1	+	Sea Gazer Bow	B1
Forest Runner Bow	C1	=	Rant - Zerard				
Forest Wanderer Bow	C2	=	Wanderlust Bow	A1	+	Forest Runner Bow	C1
Forest Explorer Bow	C3	=	Earth and Sky Bow	A4	+	Forest Runner Bow	C1
Forest Diviner Bow	C4	=	Forest Runner Bow	C1	+	Mother Ocean Bow	B3
Forest Diviner Bow+	C5	=	Sea Queller Bow	B2	+	Forest Runner Bow	C1
Windrider Bow	D1	=	Forest Runner Bow	C1	+	Forest Runner Bow	C1
Stormbringer Bow	D2	=	Alice - Zerard				
Galebracer Bow	D3	=	Earth and Sky Bow	A4	+	Stormbringer Bow	D2
Sacred Wind Bow	D4	=	Forest Runner Bow	C1	+	Stormbringer Bow	D2
Sacred Wind Bow+	D5	=	Earth and Sky Bow	A4	+	Mountainsong Bow	E1
Mountainsong Bow	E1	=	Shilhawa - Rosa				
Mountain Spirit Bow	E2	=	Wanderlust Bow	A1	+	Mountainsong Bow	E1
Mountain Faerie Bow	E3	=	Mother Ocean Bow	B3	+	Mountainsong Bow	E1
Mountain Nymph Bow	E4	=	Selshu - Zerard				
Mountain Nymph Bow+	E5	=	Forest Runner Bow	C1	+	Heavenly Guide Bow	F1
Heavenly Guide Bow	F1	=	Wanboko - Juraika				
Soaring Heavens Bow	F2	=	Earth and Sky Bow	A4	+	Heavenly Guide Bow	F1
Sacred Wanderer Bow	F3	=	Earth and Sky Bow	A4	+	Mountain Nymph Bow	E4
Heavenly Respite Bow	F4	=	Mountain Nymph Bow	E4	+	Sea Queller Bow	B2
Heavenly Respite Bow+	F5	=	Terra Bow	A2	+	Gaea Bow	A3
Hapyunes SG	G1	=	Rant - Zerard				
Opinicus EX	G2	=	Mountainsong Bow	E1	+	Heavenly Guide Bow	F1
Sphinx MH-P	G3	=	Forest Runner Bow	C1	+	Hapyunes SG	G1
Siren's Wing	G4	=	Stormbringer Bow	D2	+	Hapyunes SG	G1
Siren's Wing+	G5	=	Heavenly Guide Bow	F1	+	Heavenly Guide Bow	F1
Stellar Dream Bow	H1	=	Botto - Alistia				
Stellar Prayer Bow	H2	=	Wanboko - Juraika				
Star Gatherer Bow	H3	=	Mountain Nymph Bow	E4	+	Hapyunes SG	G1
Star Crosser Bow	H4	=	Hapyunes SG	G1	+	Hapyunes SG	G1
Star Crosser Bow+	H5	=	Hapyunes SG	G1	+	Stellar Dream Bow	H1
Moonlight Bow	I1	=	Hapyunes SG	G1	+	Heavenly Guide Bow	F1
Moonray Bow	I2	=	Mountain Nymph Bow	E4	+	Stellar Dream Bow	H1
Moonsong Bow	I3	=	Hapyunes SG	G1	+	Stellar Prayer Bow	H2
Moonbeam Bow	I4	=	Narcissus - Mariglenn				
Moonbeam Bow+	I5	=	Mountain Nymph Bow	E4	+	Moonbeam Bow	I4
Sunstalker Bow	J1	=	Earth and Sky Bow	A4	+	Moonbeam Bow	I4
Sunfighter Bow	J2	=	Mother Ocean Bow	B3	+	Moonbeam Bow	I4
Sunbringer Bow	J3	=	Charles - Mariglenn				
Sunslayer Bow	J4	=	Moonbeam Bow	I4	+	Stellar Dream Bow	H1
Sunslayer Bow+	J5	=	Moonbeam Bow	I4	+	Moonbeam Bow	I4



FROG LOG TABLE LILIKA'S SUB-WEAPONS

	Weapon Name	Abbr.		Weapon Name	Abbr.		Weapon Name	Abbr.
★	Hunter's Hatchet	A1	+	Triton Hatchet	B1	=	Hermit's Hatchet+	A5
★	Warrior's Hatchet	A2	+	Hero's Hatchet	A3	=	Hermit's Hatchet+	A5
★	Hero's Hatchet	A3	+	Hermit's Hatchet	A4	=	Sea Dragon Hatchet	B4
★	Hermit's Hatchet	A4	+	Warrior's Hatchet	A2	=	Mud Spider Hatchet	C1
	Hermit's Hatchet+	A5	+	Triton Hatchet	B1	=	Sea Dragon Hatchet+	B5
★	Triton Hatchet	B1	+	Warrior's Hatchet	A2	=	Hermit's Hatchet+	A5
★	Mermaid Hatchet	B2	+	Warrior's Hatchet	A2	=	Mud Spider Hatchet	C1
★	Shark Hatchet	B3	+	Hermit's Hatchet	A4	=	Hellcrawler Hatchet	C3
	Sea Dragon Hatchet	B4	+	Mermaid Hatchet	B2	=	Dark Orochi Hatchet	C4
	Sea Dragon Hatchet+	B5	+	Hermit's Hatchet+	A5	=	Babylon's Hatchet	D3
★	Mud Spider Hatchet	C1	+	Triton Hatchet	B1	=	Maneater's Hatchet	D1
	Black Widow Hatchet	C2	+	Hermit's Hatchet	A4	=	Dark Orochi Hatchet+	C5
	Hellcrawler Hatchet	C3	+	Shark Hatchet	B3	=	Typhon's Hatchet	D4
	Dark Orochi Hatchet	C4	+	Hermit's Hatchet+	A5	=	Hamadryad Hatchet	E2
	Dark Orochi Hatchet+	C5	+	Black Widow Hatchet	C2	=	Artemis Hatchet	E4
	Maneater's Hatchet	D1	+	Mermaid Hatchet	B2	=	Spirit Hatchet	E1
	Ogre's Hatchet	D2	+	Mud Spider Hatchet	C1	=	Typhon's Hatchet+	D5
	Babylon's Hatchet	D3	+	Sea Dragon Hatchet	B4	=	Flame Mage Hatchet	F1
	Typhon's Hatchet	D4	+	Maneater's Hatchet	D1	=	Artemis Hatchet+	E5
	Typhon's Hatchet+	D5	+	Hellcrawler Hatchet	C3	=	Ice Wolf Hatchet	F3
	Spirit Hatchet	E1	+	Sea Dragon Hatchet+	B5	=	Spark Dragon Hatchet	F2
	Hamadryad Hatchet	E2	+	Dark Orochi Hatchet	C4	=	Unicorn Hatchet	G1
	Oread Hatchet	E3	+	Babylon's Hatchet	D3	=	Gale Goddess Hatchet	F4
	Artemis Hatchet	E4	+	Ogre's Hatchet	D2	=	Great Beast Hatchet	G2
	Artemis Hatchet+	E5	+	Typhon's Hatchet	D4	=	Beast King Hatchet	G3
	Flame Mage Hatchet	F1	+	Dark Orochi Hatchet+	C5	=	Gale Goddess Hatchet	F4
	Spark Dragon Hatchet	F2	+	Hamadryad Hatchet	E2	=	Gale Goddess Hatchet+	F5
★	Ice Wolf Hatchet	F3	+	Spirit Hatchet	E1	=	Beast King Hatchet	G3
	Gale Goddess Hatchet	F4	+	Typhon's Hatchet+	D5	=	Divine Beast Hatchet	G4
	Unicorn Hatchet	G1	+	Oread Hatchet	E3	=	Divine Beast Hatchet	G4
	Great Beast Hatchet	G2	+	Hamadryad Hatchet	E2	=	Divine Beast Hatchet+	G5

SIDEQUESTING

OPTIMAL COMBO TABLE LILIKA'S SUB-WEAPONS

Weapon Name	Abbr.		Weapon Name	Abbr.		Weapon Name	Abbr.
Hunter's Hatchet	A1	=	Wanboko - Juraika				
Warrior's Hatchet	A2	=	Limaka - Juraika				
Hero's Hatchet	A3	=	Kayo - Vedan				
Hermit's Hatchet	A4	=	Macros - Alistia				
Hermit's Hatchet+	A5	=	Hunter's Hatchet	A1	+	Mermaid Hatchet	B2
Triton Hatchet	B1	=	Ouki - Zerard				
Mermaid Hatchet	B2	=	Hanbarney - Zerard				
Shark Hatchet	B3	=	Macros - Alistia				
Sea Dragon Hatchet	B4	=	Hero's Hatchet	A3	+	Triton Hatchet	B1
Sea Dragon Hatchet+	B5	=	Triton Hatchet	B1	+	Triton Hatchet	B1
Mud Spider Hatchet	C1	=	Alice - Zerard				
Black Widow Hatchet	C2	=	Hunter's Hatchet	A1	+	Mud Spider Hatchet	C1
Hellcrawler Hatchet	C3	=	Mermaid Hatchet	B2	+	Mermaid Hatchet	B2
Dark Orochi Hatchet	C4	=	Mud Spider Hatchet	C1	+	Mermaid Hatchet	B2
Dark Orochi Hatchet+	C5	=	Shark Hatchet	B3	+	Mud Spider Hatchet	C1
Maneater's Hatchet	D1	=	Mud Spider Hatchet	C1	+	Triton Hatchet	B1
Ogre's Hatchet	D2	=	Hero's Hatchet	A3	+	Hellcrawler Hatchet	C3
Babylon's Hatchet	D3	=	Macros - Alistia				
Typhon's Hatchet	D4	=	Hermit's Hatchet	A4	+	Babylon's Hatchet	D3
Typhon's Hatchet+	D5	=	Hermit's Hatchet	A4	+	Spirit Hatchet	E1
Spirit Hatchet	E1	=	Wanboko - Juraika				
Hamadryad Hatchet	E2	=	Hunter's Hatchet	A1	+	Spirit Hatchet	E1
Oread Hatchet	E3	=	Warrior's Hatchet	A2	+	Hero's Hatchet	A3
Artemis Hatchet	E4	=	Mermaid Hatchet	B2	+	Oread Hatchet	E3
Artemis Hatchet+	E5	=	Shark Hatchet	B3	+	Spark Dragon Hatchet	F2
Flame Mage Hatchet	F1	=	Spirit Hatchet	E1	+	Shark Hatchet	B3
Spark Dragon Hatchet	F2	=	Kattaro - Juraika				
Ice Wolf Hatchet	F3	=	Mohandis - Rosa				
Gale Goddess Hatchet	F4	=	Spirit Hatchet	E1	+	Spark Dragon Hatchet	F2
Gale Goddess Hatchet+	F5	=	Spark Dragon Hatchet	F2	+	Ice Wolf Hatchet	F3
Unicorn Hatchet	G1	=	Mud Spider Hatchet	C1	+	Ice Wolf Hatchet	F3
Great Beast Hatchet	G2	=	Spirit Hatchet	E1	+	Ice Wolf Hatchet	F3
Beast King Hatchet	G3	=	Frantan - Mariglenn				
Divine Beast Hatchet	G4	=	Spirit Hatchet	E1	+	Beast King Hatchet	G3
Divine Beast Hatchet+	G5	=	Spark Dragon Hatchet	F2	+	Beast King Hatchet	G3



FROG LOG TABLE JUPIS'S MAIN WEAPONS

	Weapon Name	Abbr.		Weapon Name	Abbr.		Weapon Name	Abbr.
★	Maniac Spear	A1	+	Planet Spear	B1	=	Martial Spirit+	A5
★	Mirage Spear	A2	+	Martial Spirit	A4	=	Holy Javelin	C1
★	Wasp Sting	A3	+	Maniac Spear	A1	=	Martial Spirit+	A5
★	Martial Spirit	A4	+	Wasp Sting	A3	=	Metamorphose Spear	B4
	Martial Spirit+	A5	+	Wasp Sting	A3	=	Metamorphose Spear+	B5
★	Planet Spear	B1	+	Wasp Sting	A3	=	Driving Spear	B3
★	Round Spear	B2	+	Planet Spear	B1	=	Metamorphose Spear	B4
★	Driving Spear	B3	+	Martial Spirit	A4	=	Holy Catharsis	C3
	Metamorphose Spear	B4	+	Round Spear	B2	=	Sanctuary	C4
	Metamorphose Spear+	B5	+	Holy Javelin	C1	=	Dragonico Core	D3
★	Holy Javelin	C1	+	Planet Spear	B1	=	Astral Rod	D1
	Holy Lance	C2	+	Martial Spirit+	A5	=	Sanctuary+	C5
	Holy Catharsis	C3	+	Driving Spear	B3	=	Odin's Spear	E1
	Sanctuary	C4	+	Metamorphose Spear+	B5	=	Bestla's Spear	E3
	Sanctuary+	C5	+	Metamorphose Spear+	B5	=	Sage's Spear	F1
	Astral Rod	D1	+	Metamorphose Spear	B4	=	Stellar Staff	D4
	Meteorite Rod	D2	+	Metamorphose Spear	B4	=	Stellar Staff+	D5
	Dragonico Core	D3	+	Holy Catharsis	C3	=	Gungnir	E4
	Stellar Staff	D4	+	Metamorphose Spear	B4	=	Gungnir	E4
	Stellar Staff+	D5	+	Driving Spear	B3	=	Gungnir+	E5
★	Odin's Spear	E1	+	Astral Rod	D1	=	Gungnir+	E5
	Fenrir's Spear	E2	+	Holy Catharsis	C3	=	Valiant Wind	G1
	Bestla's Spear	E3	+	Dragonico Core	D3	=	Wise Man's Spear+	F5
	Gungnir	E4	+	Meteorite Rod	D2	=	Valiant Luster	G3
	Gungnir+	E5	+	Fenrir's Spear	E2	=	Ultimate Valiant+	G5
★	Sage's Spear	F1	+	Round Spear	B2	=	Battle Spear	F3
	Warrior's Spear	F2	+	Sanctuary	C4	=	Valiant Luster	G3
	Battle Spear	F3	+	Stellar Staff	D4	=	Ultimate Valiant+	G5
	Wise Man's Spear	F4	+	Meteorite Rod	D2	=	Ultimate Valiant+	G5
	Wise Man's Spear+	F5	+	Dragonico Core	D3	=	Saintly March	I1
★	Valiant Wind	G1	+	Astral Rod	D1	=	Ultimate Valiant+	G5
	Rare Valiant	G2	+	Stellar Staff+	D5	=	Dynamic Triumph	H4
	Valiant Luster	G3	+	Bestla's Spear	E3	=	Dynamic Triumph+	H5
	Ultimate Valiant	G4	+	Battle Spear	F3	=	Piercing Genius	J1
	Ultimate Valiant+	G5	+	Gungnir	E4	=	Heavenly Oratorio	I4
	Emperor's Rod	H1	+	Sanctuary+	C5	=	Spirit Chorus	I2
	Emperor's Staff	H2	+	Odin's Spear	E1	=	Dynamic Triumph+	H5
	Imperial Piercer	H3	+	Sage's Spear	F1	=	Piercing Genius	J1
	Dynamic Triumph	H4	+	Gungnir+	E5	=	Total Genius	J2
	Dynamic Triumph+	H5	+	Rare Valiant	G2	=	Heavenly Genius	J3
	Saintly March	I1	+	Meteorite Rod	D2	=	Piercing Genius	J1
	Spirit Chorus	I2	+	Warrior's Spear	F2	=	Heavenly Oratorio+	I5
	Divine Ballad	I3	+	Valiant Wind	G1	=	Heavenly Genius	J3
	Heavenly Oratorio	I4	+	Imperial Piercer	H3	=	Genius Fusion+	J5
	Piercing Genius	J1	+	Valiant Luster	G3	=	Genius Fusion	J4

SIDEQUESTING

OPTIMAL COMBO TABLE JUPIS'S MAIN WEAPONS

Weapon Name	Abbr.		Weapon Name	Abbr.		Weapon Name	Abbr.
Maniac Spear	A1	=	Rant - Zerard				
Mirage Spear	A2	=	Rant - Zerard				
Wasp Sting	A3	=	Kayo - Vedan				
Martial Spirit	A4	=	Macros - Alistia				
Martial Spirit+	A5	=	Maniac Spear	A1	+	Round Spear	B2
Planet Spear	B1	=	Mohandis - Rosa				
Round Spear	B2	=	Kayo - Vedan				
Driving Spear	B3	=	Macros - Alistia				
Metamorphose Spear	B4	=	Wasp Sting	A3	+	Driving Spear	B3
Metamorphose Spear+	B5	=	Planet Spear	B1	+	Planet Spear	B1
Holy Javelin	C1	=	Rant - Zerard				
Holy Lance	C2	=	Maniac Spear	A1	+	Holy Javelin	C1
Holy Catharsis	C3	=	Round Spear	B2	+	Round Spear	B2
Sanctuary	C4	=	Maniac Spear	A1	+	Astral Rod	D1
Sanctuary+	C5	=	Round Spear	B2	+	Holy Javelin	C1
Astral Rod	D1	=	Ulgenie - Zerard				
Meteorite Rod	D2	=	Martial Spirit	A4	+	Astral Rod	D1
Dragonic Core	D3	=	Koleiwa - Juraika				
Stellar Staff	D4	=	Martial Spirit	A4	+	Dragonic Core	D3
Stellar Staff+	D5	=	Round Spear	B2	+	Odin's Spear	E1
Odin's Spear	E1	=	Alice - Zerard				
Fenrir's Spear	E2	=	Maniac Spear	A1	+	Odin's Spear	E1
Bestla's Spear	E3	=	Odin's Spear	E1	+	Planet Spear	B1
Gungnir	E4	=	Astral Rod	D1	+	Astral Rod	D1
Gungnir+	E5	=	Odin's Spear	E1	+	Odin's Spear	E1
Sage's Spear	F1	=	Selshu - Zerard				
Warrior's Spear	F2	=	Martial Spirit	A4	+	Sage's Spear	F1
Battle Spear	F3	=	Odin's Spear	E1	+	Dragonic Core	D3
Wise Man's Spear	F4	=	Dragonic Core	D3	+	Sage's Spear	F1
Wise Man's Spear+	F5	=	Mirage Spear	A2	+	Wasp Sting	A3
Valiant Wind	G1	=	Wanboko - Juraika				
Rare Valiant	G2	=	Maniac Spear	A1	+	Valiant Wind	G1
Valiant Luster	G3	=	Holy Javelin	C1	+	Valiant Wind	G1
Ultimate Valiant	G4	=	Astral Rod	D1	+	Valiant Wind	G1
Ultimate Valiant+	G5	=	Sage's Spear	F1	+	Sage's Spear	F1
Emperor's Rod	H1	=	Kayo - Vedan				
Emperor's Staff	H2	=	Dragonic Core	D3	+	Valiant Wind	G1
Imperial Piercer	H3	=	Maniac Spear	A1	+	Spirit Chorus	I2
Dynamic Triumph	H4	=	Valiant Wind	G1	+	Valiant Wind	G1
Dynamic Triumph+	H5	=	Valiant Wind	G1	+	Emperor's Rod	H1
Saintly March	I1	=	Valiant Wind	G1	+	Sage's Spear	F1
Spirit Chorus	I2	=	Mohandis - Rosa				
Divine Ballad	I3	=	Astral Rod	D1	+	Spirit Chorus	I2
Heavenly Oratorio	I4	=	Charles - Mariglenn				
Heavenly Oratorio+	I5	=	Astral Rod	D1	+	Emperor's Rod	H1
Piercing Genius	J1	=	Martial Spirit	A4	+	Total Genius	J2
Total Genius	J2	=	Narcissus - Mariglenn				
Heavenly Genius	J3	=	Emperor's Rod	H1	+	Total Genius	J2
Genius Fusion	J4	=	Spirit Chorus	I2	+	Total Genius	J2
Genius Fusion+	J5	=	Total Genius	J2	+	Total Genius	J2



FROG LOG TABLE JUPIS'S SUB-WEAPONS

	Weapon Name	Abbr.		Weapon Name	Abbr.		Weapon Name	Abbr.
★	Flying Saucer Box	A1	+	Blaze Saucer Box	B1	=	Soaring Pleasure+	A5
★	Flying Saucer Max	A2	+	Flying Bonus Box	A3	=	Soaring Pleasure+	A5
★	Flying Bonus Box	A3	+	Soaring Pleasure	A4	=	Burning Pleasure	B4
★	Soaring Pleasure	A4	+	Flying Saucer Max	A2	=	Fun Fun Pouch	C1
	Soaring Pleasure+	A5	+	Blaze Saucer Box	B1	=	Burning Pleasure+	B5
★	Blaze Saucer Box	B1	+	Flying Saucer Max	A2	=	Soaring Pleasure+	A5
★	Blaze Saucer Max	B2	+	Flying Saucer Max	A2	=	Fun Fun Pouch	C1
★	Blaze Bonus Max	B3	+	Soaring Pleasure	A4	=	Trickster Pouch	C3
	Burning Pleasure	B4	+	Blaze Saucer Max	B2	=	Illusionist J	C4
	Burning Pleasure+	B5	+	Soaring Pleasure+	A5	=	Fancy Coin Purse	D3
★	Fun Fun Pouch	C1	+	Blaze Saucer Box	B1	=	Old Coin Purse	D1
	Funny Clown Pouch	C2	+	Soaring Pleasure	A4	=	Illusionist J+	C5
	Trickster Pouch	C3	+	Blaze Bonus Max	B3	=	Pursetastic Dream	D4
	Illusionist J	C4	+	Soaring Pleasure+	A5	=	Homing Counter	E2
	Illusionist J+	C5	+	Funny Clown Pouch	C2	=	Ultra Homing	E4
★	Old Coin Purse	D1	+	Blaze Saucer Max	B2	=	Homing Shooter	E1
	Lucky Coin Purse	D2	+	Fun Fun Pouch	C1	=	Pursetastic Dream+	D5
	Fancy Coin Purse	D3	+	Burning Pleasure	B4	=	Majestic Pocket	F1
	Pursetastic Dream	D4	+	Old Coin Purse	D1	=	Ultra Homing+	E5
	Pursetastic Dream+	D5	+	Trickster Pouch	C3	=	Marvelous Universe	F3
	Homing Shooter	E1	+	Burning Pleasure+	B5	=	Universe Pocket	F2
	Homing Counter	E2	+	Illusionist J	C4	=	UFO Attack Set	G1
	Sonic Homing	E3	+	Fancy Coin Purse	D3	=	Dimension Zero	F4
	Ultra Homing	E4	+	Lucky Coin Purse	D2	=	New UFO Attack Set	G2
	Ultra Homing+	E5	+	Pursetastic Dream	D4	=	Thrilling UFO Set	G3
	Majestic Pocket	F1	+	Illusionist J+	C5	=	Dimension Zero	F4
	Universe Pocket	F2	+	Homing Counter	E2	=	Dimension Zero+	F5
	Marvelous Universe	F3	+	Homing Shooter	E1	=	Thrilling UFO Set	G3
	Dimension Zero	F4	+	Pursetastic Dream+	D5	=	UFO Squadron P	G4
	UFO Attack Set	G1	+	Sonic Homing	E3	=	UFO Squadron P	G4
	New UFO Attack Set	G2	+	Homing Counter	E2	=	UFO Squadron P+	G5

SIDEQUESTING

OPTIMAL COMBO TABLE JUPIS'S SUB-WEAPONS

Weapon Name	Abbr.		Weapon Name	Abbr.		Weapon Name	Abbr.
Flying Saucer Box	A1	=	Alice - Zerard				
Flying Saucer Max	A2	=	Ulgenie - Zerard				
Flying Bonus Box	A3	=	Kayo - Vedan				
Soaring Pleasure	A4	=	Macros - Alistia				
Soaring Pleasure+	A5	=	Flying Saucer Box	A1	+	Soaring Pleasure	A4
Blaze Saucer Box	B1	=	Shilhawa - Rosa				
Blaze Saucer Max	B2	=	Fisaal - Rosa				
Blaze Bonus Max	B3	=	Macros - Alistia				
Burning Pleasure	B4	=	Flying Bonus Box	A3	+	Blaze Saucer Box	B1
Burning Pleasure+	B5	=	Flying Bonus Box	A3	+	Fun Fun Pouch	C1
Fun Fun Pouch	C1	=	Alice - Zerard				
Funny Clown Pouch	C2	=	Flying Saucer Box	A1	+	Fun Fun Pouch	C1
Trickster Pouch	C3	=	Soaring Pleasure	A4	+	Fun Fun Pouch	C1
Illusionist J	C4	=	Fun Fun Pouch	C1	+	Blaze Saucer Max	B2
Illusionist J+	C5	=	Blaze Bonus Max	B3	+	Fun Fun Pouch	C1
Old Coin Purse	D1	=	Rant - Zerard				
Lucky Coin Purse	D2	=	Flying Bonus Box	A3	+	Old Coin Purse	D1
Fancy Coin Purse	D3	=	Blaze Bonus Max	B3	+	Old Coin Purse	D1
Pursetastic Dream	D4	=	Soaring Pleasure	A4	+	Illusionist J+	C5
Pursetastic Dream+	D5	=	Soaring Pleasure	A4	+	Homing Shooter	E1
Homing Shooter	E1	=	Rant - Zerard				
Homing Counter	E2	=	Flying Saucer Box	A1	+	Homing Shooter	E1
Sonic Homing	E3	=	Flying Saucer Max	A2	+	Flying Bonus Box	A3
Ultra Homing	E4	=	Old Coin Purse	D1	+	Old Coin Purse	D1
Ultra Homing+	E5	=	Homing Shooter	E1	+	Homing Shooter	E1
Majestic Pocket	F1	=	Mohandis - Rosa				
Universe Pocket	F2	=	Homing Shooter	E1	+	Old Coin Purse	D1
Marvelous Universe	F3	=	Flying Bonus Box	A3	+	Ultra Homing+	E5
Dimension Zero	F4	=	Flying Saucer Box	A1	+	Thrilling UFO Set	G3
Dimension Zero+	F5	=	Majestic Pocket	F1	+	Majestic Pocket	F1
UFO Attack Set	G1	=	Homing Shooter	E1	+	Majestic Pocket	F1
New UFO Attack Set	G2	=	Ultra Homing+	E5	+	Old Coin Purse	D1
Thrilling UFO Set	G3	=	Charles - Mariglenn				
UFO Squadron P	G4	=	Old Coin Purse	D1	+	Thrilling UFO Set	G3
UFO Squadron P+	G5	=	Majestic Pocket	F1	+	Thrilling UFO Set	G3



FROG LOG TABLE DEEGO'S MAIN WEAPONS

	Weapon Name	Abbr.		Weapon Name	Abbr.		Weapon Name	Abbr.
★	Heavy Axe	A1	+	Silver Axe	B1	=	Ex-Soldier+	A5
★	Crushing Axe	A2	+	Ex-Soldier	A4	=	Golden Axe	C1
★	Soldier's Axe	A3	+	Heavy Axe	A1	=	Ex-Soldier+	A5
★	Ex-Soldier	A4	+	Soldier's Axe	A3	=	Silver Commander	B4
	Ex-Soldier+	A5	+	Soldier's Axe	A3	=	Silver Commander+	B5
★	Silver Axe	B1	+	Soldier's Axe	A3	=	Knight's Silver	B3
★	Round Silver	B2	+	Silver Axe	B1	=	Silver Commander	B4
★	Knight's Silver	B3	+	Ex-Soldier	A4	=	General's Gold	C3
	Silver Commander	B4	+	Round Silver	B2	=	Zipangu Axe	C4
	Silver Commander+	B5	+	Golden Axe	C1	=	Fighting Fang	D3
★	Golden Axe	C1	+	Silver Axe	B1	=	Great Dane	D1
	Golden Crest	C2	+	Ex-Soldier+	A5	=	Zipangu Axe+	C5
★	General's Gold	C3	+	Knight's Silver	B3	=	Watchdog	E1
	Zipangu Axe	C4	+	Silver Commander+	B5	=	Mad Cerberus	E3
	Zipangu Axe+	C5	+	Silver Commander+	B5	=	Limit Breaker	F1
	Great Dane	D1	+	Silver Commander	B4	=	Mars Dane	D4
	Dark Hound	D2	+	Silver Commander	B4	=	Mars Dane+	D5
	Fighting Fang	D3	+	General's Gold	C3	=	Red Tindalos	E4
	Mars Dane	D4	+	Silver Commander	B4	=	Red Tindalos	E4
	Mars Dane+	D5	+	Knight's Silver	B3	=	Red Tindalos+	E5
	Watchdog	E1	+	Great Dane	D1	=	Red Tindalos+	E5
	Snarling Watchdog	E2	+	General's Gold	C3	=	Ender's Power	G1
	Mad Cerberus	E3	+	Fighting Fang	D3	=	Ill-Bred Rascal+	F5
	Red Tindalos	E4	+	Dark Hound	D2	=	Olympian Treasure	G3
	Red Tindalos+	E5	+	Snarling Watchdog	E2	=	El Dorado+	G5
★	Limit Breaker	F1	+	Round Silver	B2	=	Hungry Breaker	F3
	Limit Avenger	F2	+	Zipangu Axe	C4	=	Olympian Treasure	G3
	Hungry Breaker	F3	+	Mars Dane	D4	=	El Dorado+	G5
	Ill-Bred Rascal	F4	+	Dark Hound	D2	=	El Dorado+	G5
	Ill-Bred Rascal+	F5	+	Fighting Fang	D3	=	Titan's Axe	I1
★	Ender's Power	G1	+	Great Dane	D1	=	El Dorado+	G5
	Treasure's Sway	G2	+	Mars Dane+	D5	=	Val de Legender	H4
	Olympian Treasure	G3	+	Mad Cerberus	E3	=	Val de Legender+	H5
	El Dorado	G4	+	Hungry Breaker	F3	=	Grandius	J1
	El Dorado+	G5	+	Red Tindalos	E4	=	Gaea's Axe	I4
	Brave Spirit	H1	+	Zipangu Axe+	C5	=	Chronos' Axe	I2
	Brave Testament	H2	+	Watchdog	E1	=	Val de Legender+	H5
	Courageous Hero	H3	+	Limit Breaker	F1	=	Grandius	J1
	Val de Legender	H4	+	Red Tindalos+	E5	=	Master Grandius	J2
	Val de Legender+	H5	+	Treasure's Sway	G2	=	Ultimate Grandius	J3
	Titan's Axe	I1	+	Dark Hound	D2	=	Grandius	J1
	Chronos' Axe	I2	+	Limit Avenger	F2	=	Gaea's Axe+	I5
★	Uranos' Axe	I3	+	Ender's Power	G1	=	Ultimate Grandius	J3
	Gaea's Axe	I4	+	Courageous Hero	H3	=	Rasphara Grandius+	J5
	Grandius	J1	+	Olympian Treasure	G3	=	Rasphara Grandius	J4

SIDEQUESTING

OPTIMAL COMBO TABLE DEEGO'S MAIN WEAPONS

Weapon Name	Abbr.		Weapon Name	Abbr.		Weapon Name	Abbr.
Heavy Axe	A1	=	Kayo - Vedan				
Crushing Axe	A2	=	Kayo - Vedan				
Soldier's Axe	A3	=	Mohandis - Rosa				
Ex-Soldier	A4	=	Macros - Alistia				
Ex-Soldier+	A5	=	Heavy Axe	A1	+	Round Silver	B2
Silver Axe	B1	=	Kayo - Vedan				
Round Silver	B2	=	Shilhawa - Rosa				
Knight's Silver	B3	=	Macros - Alistia				
Silver Commander	B4	=	Soldier's Axe	A3	+	Knight's Silver	B3
Silver Commander+	B5	=	Soldier's Axe	A3	+	Golden Axe	C1
Golden Axe	C1	=	Kayo - Vedan				
Golden Crest	C2	=	Heavy Axe	A1	+	Golden Axe	C1
General's Gold	C3	=	Mohandis - Rosa				
Zipangu Axe	C4	=	Wanboko - Juraika				
Zipangu Axe+	C5	=	Round Silver	B2	+	Golden Axe	C1
Great Dane	D1	=	Alice - Zerard				
Dark Hound	D2	=	Ex-Soldier	A4	+	General's Gold	C3
Fighting Fang	D3	=	Golden Axe	C1	+	General's Gold	C3
Mars Dane	D4	=	General's Gold	C3	+	General's Gold	C3
Mars Dane+	D5	=	Zipangu Axe	C4	+	Zipangu Axe	C4
Watchdog	E1	=	General's Gold	C3	+	Knight's Silver	B3
Snarling Watchdog	E2	=	General's Gold	C3	+	Zipangu Axe	C4
Mad Cerberus	E3	=	Kayo - Vedan				
Red Tindalos	E4	=	Great Dane	D1	+	Great Dane	D1
Red Tindalos+	E5	=	Knight's Silver	B3	+	Mad Cerberus	E3
Limit Breaker	F1	=	Shilhawa - Rosa				
Limit Avenger	F2	=	Ex-Soldier	A4	+	Mad Cerberus	E3
Hungry Breaker	F3	=	Mad Cerberus	E3	+	Round Silver	B2
Ill-Bred Rascal	F4	=	Red Tindalos	E4	+	Round Silver	B2
Ill-Bred Rascal+	F5	=	Crushing Axe	A2	+	Soldier's Axe	A3
Ender's Power	G1	=	Rant - Zerard				
Treasure's Sway	G2	=	Heavy Axe	A1	+	Ender's Power	G1
Olympian Treasure	G3	=	Golden Axe	C1	+	Ender's Power	G1
El Dorado	G4	=	General's Gold	C3	+	Ender's Power	G1
El Dorado+	G5	=	Mad Cerberus	E3	+	Ender's Power	G1
Brave Spirit	H1	=	Kayo - Vedan				
Brave Testament	H2	=	Ender's Power	G1	+	Great Dane	D1
Courageous Hero	H3	=	Zipangu Axe	C4	+	Brave Spirit	H1
Val de Legender	H4	=	Ender's Power	G1	+	Ender's Power	G1
Val de Legender+	H5	=	Soldier's Axe	A3	+	Uranos' Axe	I3
Titan's Axe	I1	=	Ender's Power	G1	+	Limit Breaker	F1
Chronos' Axe	I2	=	Golden Axe	C1	+	Val de Legender	H4
Uranos' Axe	I3	=	Wanboko - Juraika				
Gaea's Axe	I4	=	Zipangu Axe	C4	+	Uranos' Axe	I3
Gaea's Axe+	I5	=	Great Dane	D1	+	Brave Spirit	H1
Grandius	J1	=	Charles - Mariglenn				
Master Grandius	J2	=	Mad Cerberus	E3	+	Uranos' Axe	I3
Ultimate Grandius	J3	=	Uranos' Axe	I3	+	Brave Spirit	H1
Rasphara Grandius	J4	=	Great Dane	D1	+	Grandius	J1
Rasphara Grandius+	J5	=	Grandius	J1	+	Grandius	J1



FROG LOG TABLE DEEGO'S SUB-WEAPONS

	Weapon Name	Abbr.		Weapon Name	Abbr.		Weapon Name	Abbr.
★	Heavy Vulcan	A1	+	Guardian 44	B1	=	Brave Slugger+	A5
★	Assault Vulcan	A2	+	Heavy Slugger	A3	=	Brave Slugger+	A5
★	Heavy Slugger	A3	+	Brave Slugger	A4	=	Guardian Death	B4
★	Brave Slugger	A4	+	Assault Vulcan	A2	=	Hostile Zapper	C1
	Brave Slugger+	A5	+	Guardian 44	B1	=	Guardian Death+	B5
★	Guardian 44	B1	+	Assault Vulcan	A2	=	Brave Slugger+	A5
★	Guardian Zero-G	B2	+	Assault Vulcan	A2	=	Hostile Zapper	C1
★	Guardian Triple-S	B3	+	Brave Slugger	A4	=	Carpet Bomber	C3
	Guardian Death	B4	+	Guardian Zero-G	B2	=	Exterminator	C4
	Guardian Death+	B5	+	Brave Slugger+	A5	=	Punishing Xanadu	D3
	Hostile Zapper	C1	+	Guardian 44	B1	=	Devastator	D1
★	Ballistic Blast	C2	+	Brave Slugger	A4	=	Exterminator+	C5
	Carpet Bomber	C3	+	Guardian Triple-S	B3	=	Devastating Helios	D4
	Exterminator	C4	+	Brave Slugger+	A5	=	Kaiser Legion	E2
	Exterminator+	C5	+	Ballistic Blast	C2	=	Kaiser Bastion	E4
★	Devastator	D1	+	Guardian Zero-G	B2	=	Kaiser Phalanx	E1
	Pluto Horizon	D2	+	Hostile Zapper	C1	=	Devastating Helios+	D5
	Punishing Xanadu	D3	+	Guardian Death	B4	=	Tartaros Maker	F1
	Devastating Helios	D4	+	Devastator	D1	=	Kaiser Bastion+	E5
	Devastating Helios+	D5	+	Carpet Bomber	C3	=	Dead-Eye Tartaros	F3
	Kaiser Phalanx	E1	+	Guardian Death+	B5	=	Tartaros Survivor	F2
	Kaiser Legion	E2	+	Exterminator	C4	=	Galactic Buster	G1
	Kaiser Havaspri	E3	+	Punishing Xanadu	D3	=	Pendragon Force	F4
	Kaiser Bastion	E4	+	Pluto Horizon	D2	=	Galactic Assault	G2
	Kaiser Bastion+	E5	+	Devastating Helios	D4	=	Galactic Boom	G3
	Tartaros Maker	F1	+	Exterminator+	C5	=	Pendragon Force	F4
	Tartaros Survivor	F2	+	Kaiser Legion	E2	=	Pendragon Force+	F5
	Dead-Eye Tartaros	F3	+	Kaiser Phalanx	E1	=	Galactic Boom	G3
	Pendragon Force	F4	+	Devastating Helios+	D5	=	Lost Galaxy	G4
	Galactic Buster	G1	+	Kaiser Havaspri	E3	=	Lost Galaxy	G4
	Galactic Assault	G2	+	Kaiser Legion	E2	=	Lost Galaxy+	G5

SIDEQUESTING

OPTIMAL COMBO TABLE DEEGO'S SUB-WEAPONS

Weapon Name	Abbr.		Weapon Name	Abbr.		Weapon Name	Abbr.
Heavy Vulcan	A1	=	Kayo - Vedan				
Assault Vulcan	A2	=	Alice - Zerard				
Heavy Slugger	A3	=	Macros - Alistia				
Brave Slugger	A4	=	Mohandis - Rosa				
Brave Slugger+	A5	=	Heavy Vulcan	A1	+	Brave Slugger	A4
Guardian 44	B1	=	Mohandis - Rosa				
Guardian Zero-G	B2	=	Kayo - Vedan				
Guardian Triple-S	B3	=	Macros - Alistia				
Guardian Death	B4	=	Heavy Slugger	A3	+	Guardian 44	B1
Guardian Death+	B5	=	Guardian 44	B1	+	Guardian 44	B1
Hostile Zapper	C1	=	Heavy Vulcan	A1	+	Guardian Triple-S	B3
Ballistic Blast	C2	=	Rant - Zerard				
Carpet Bomber	C3	=	Guardian Zero-G	B2	+	Guardian Zero-G	B2
Exterminator	C4	=	Heavy Vulcan	A1	+	Devastator	D1
Exterminator+	C5	=	Brave Slugger	A4	+	Devastator	D1
Devastator	D1	=	Ulgenie - Zerard				
Pluto Horizon	D2	=	Heavy Slugger	A3	+	Devastator	D1
Punishing Xanadu	D3	=	Macros - Alistia				
Devastating Helios	D4	=	Ballistic Blast	C2	+	Devastator	D1
Devastating Helios+	D5	=	Heavy Vulcan	A1	+	Kaiser Legion	E2
Kaiser Phalanx	E1	=	Heavy Vulcan	A1	+	Punishing Xanadu	D3
Kaiser Legion	E2	=	Kayo - Vedan				
Kaiser Havaspri	E3	=	Assault Vulcan	A2	+	Heavy Slugger	A3
Kaiser Bastion	E4	=	Devastator	D1	+	Devastator	D1
Kaiser Bastion+	E5	=	Kaiser Legion	E2	+	Devastator	D1
Tartaros Maker	F1	=	Mohandis - Rosa				
Tartaros Survivor	F2	=	Devastator	D1	+	Kaiser Legion	E2
Dead-Eye Tartaros	F3	=	Guardian Zero-G	B2	+	Kaiser Legion	E2
Pendragon Force	F4	=	Brave Slugger	A4	+	Galactic Buster	G1
Pendragon Force+	F5	=	Tartaros Maker	F1	+	Tartaros Maker	F1
Galactic Buster	G1	=	Narcissus - Mariglenn				
Galactic Assault	G2	=	Ballistic Blast	C2	+	Galactic Buster	G1
Galactic Boom	G3	=	Galactic Buster	G1	+	Punishing Xanadu	D3
Lost Galaxy	G4	=	Galactic Buster	G1	+	Tartaros Maker	F1
Lost Galaxy+	G5	=	Ballistic Blast	C2	+	Exterminator+	C5



COMPLETE FACTORY PLAN GUIDE

You can create thirty-six different items in the factory. If you try to develop them in random order, you could spend more time rearranging parts than is strictly necessary. In this section, we'll suggest an order for development that should result in the least amount of effort, while still allowing you to develop each part as soon as the blueprints become available. If you need a refresher on the basics of factory operation, see p. 42.

You'll notice that many of the schematics have extra parts that aren't used. You can often save time by simply moving parts out of the way rather than deleting them. Then the parts can be moved back into place for a future schematic. You can also rotate the L-shaped tubes in order to reroute materials through the various assemblers. For example, after creating the Deus Shield and preparing to create the Twin Tornado, rotating the L-shaped tube below the center assembler effectively cuts off the bottom assembler and allows you to link more tubes to the form press. The only caveat is that you need to remove any unused source tables; otherwise the game will complain that you haven't set all the materials.

If you are missing blueprints, this chart shows you the complete layout of the Blueprints screen in the factory:



FACTORY LAYOUT KEY

Item:	The name and icon of the item.
Chapter:	The earliest chapter in which you can obtain the blueprint for the item.
Blueprint:	The name of the blueprint.
NPC:	The name and location of the NPC who gives you the blueprint.
Materials:	The name, icon, and quantity of each material. Match each item with the proper source table on the schematic.
Shop:	The name and location of shops that sell the item after you develop it in the factory.
Schematic:	The parts layout for creating the item.



COMPLETE BLUEPRINT CHART

	Alexander		Gustbringer		Ixion		Justice Ray		Devil Forks		Deep Drill Fingers
	Dreadnought Cannons		Twin Tornado		Crescent Moon		Heavenly Guide Bow		Odin's Spear		Homing Shooter
	Devastator		Trap Cancellor		Excelion Shard		Deus Shield		Unconscious Guard		Mind Guard
	Freeze Guard		Daze Guard		Shock Guard		Paralyze Guard		Poison Guard		Flame Guard
	Tri-Elixir		Divine Blessing		Perfect Reviver		Stealth Guard		Brave Symbol		Attack Seal
	Guard Seal		Insector Trap III		Rearing Cage III		Maid Robot Betty		Athanor		Assembler III

SIDEQUESTING



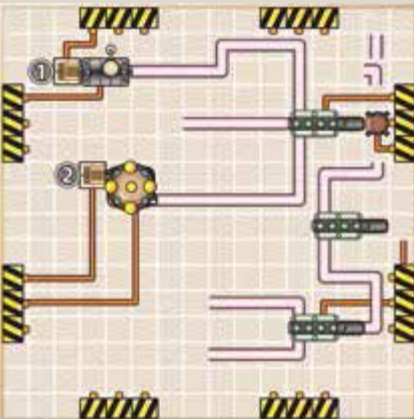
ATHANOR

EARLIEST CHAPTER
CHAPTER 5

Blueprint Name:

Magical smelter

NPC Name: Comes with
factory



Materials

Icon	Source	Name	Qty
	1	Space Compressor	1
	2	Moebius Battery	1



REARING CAGE III

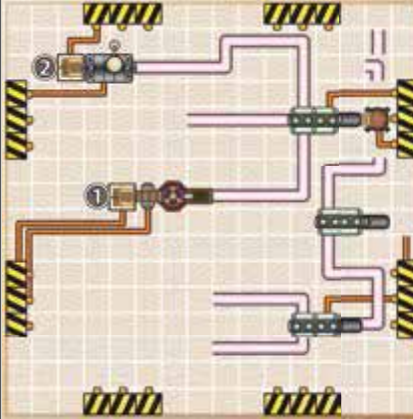
EARLIEST CHAPTER
CHAPTER 5

Blueprint Name:

Elusive bug cage

NPC Name: Kabter

Location: Zerard - Insectron
Stadium



Materials

Icon	Source	Name	Qty
	1	Myriad Branch	7
	2	Space Compressor	1



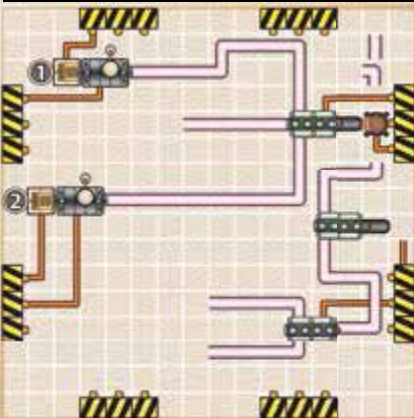
ASSEMBLER III

EARLIEST CHAPTER
CHAPTER 5

Blueprint Name:

Ultra-useful assembler

NPC Name: Create Athanor



Materials

Icon	Source	Name	Qty
	1	O3 CPU	2
	2	Chaos Chip	3



INSECTOR TRAP III

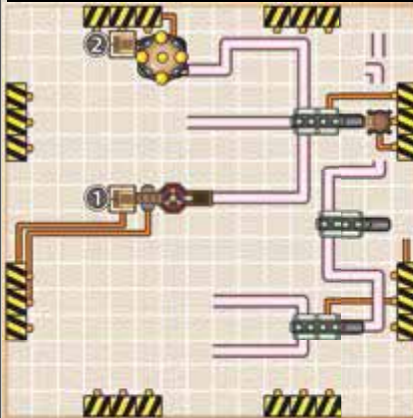
EARLIEST CHAPTER
CHAPTER 5

Blueprint Name:

Elusive bug cage

NPC Name: Osmond

Location: Zerard - Insectron
Stadium



Materials

Icon	Source	Name	Qty
	1	Myriad Branch	6
	2	Walkie-Talkie	1



UNCONSCIOUS GUARD

EARLIEST CHAPTER
CHAPTER 5

Blueprint Name:

Unconscious defense

NPC Name: Create Athanor

Shops

Name: Corbis

Location: Vedan - Myna
- Near Item Shop Corbis

Name: Delphos

Location: Zerard - West Side
- Near the Item Shop

Name: Ferris

Location: Mariglenn
- Queen's Palace - Queen's Chamber

Materials

Icon	Source	Name	Qty
	1	Iron Board	5
	2	Dreamflower Ash	3



FREEZE GUARD

EARLIEST CHAPTER
CHAPTER 5

Blueprint Name:

Freeze defense

NPC Name: Elbim

Location: Zerard - West Side

Shops

Name: Corbis

Location: Vedan - Myna
- Near Item Shop Corbis

Name: Delphos

Location: Zerard - West Side
- Near the Item Shop

Name: Charles

Location: Mariglenn -
Mother's Lair - Midpoint

Materials

Icon	Source	Name	Qty
	1	Iron Board	5
	2	Snow Crest	3



MIND GUARD

EARLIEST CHAPTER
CHAPTER 5

Blueprint Name:

Confuse defense

NPC Name: Elbim

Location: Zerard - West Side

Shops

Name: Corbis

Location: Vedan - Myna
- Near Item Shop Corbis

Name: Ulgenie

Location: Zerard - Main
Street - Fountain Plaza

Materials

Icon	Source	Name	Qty
	1	Iron Board	5
	2	Dream Mushroom	3



DAZE GUARD

EARLIEST CHAPTER
CHAPTER 5

Blueprint Name:

Daze defense

NPC Name: Elbim

Location: Zerard - West Side

Shops

Name: Corbis

Location: Vedan - Myna
- Near Item Shop Corbis

Name: Ulgenie

Location: Zerard - Main
Street - Fountain Plaza

Materials

Icon	Source	Name	Qty
	1	Iron Board	5
	2	Smoked Rainbow Newt	3

SIDEQUESTING



SHOCK GUARD

EARLIEST CHAPTER
CHAPTER 5

Blueprint Name:

Shock defense

NPC Name: Elbim

Location: Zerard - West Side

Shops

Name: Corbis

Location: Vedan - Myna
- Near Item Shop Corbis

Name: Delphos

Location: Zerard - West Side
- Near the Item Shop

Name: Charles

Location: Mariglenn -
Mother's Lair - Midpoint

Materials

Icon	Source	Name	Qty
	1	Iron Board	5
	2	Electric Eel	3



POISON GUARD

EARLIEST CHAPTER
CHAPTER 5

Blueprint Name:

Poison defense

NPC Name: Elbim

Location: Zerard - West Side

Shops

Name: Corbis

Location: Vedan - Myna
- Near Item Shop Corbis

Name: Ferris

Location: Mariglenn
- Queen's Palace - Queen's
Chamber

Name: Koleiwa

Location: Juraika - Path to
the Ruins - Midpoint

Materials

Icon	Source	Name	Qty
	1	Iron Board	5
	2	Queen Bee Stinger	3



PARALYZE GUARD

EARLIEST CHAPTER
CHAPTER 5

Blueprint Name:

Paralyze defense

NPC Name: Elbim

Location: Zerard - West Side

Shops

Name: Ulgenie

Location: Zerard - Main
Street - Fountain Plaza

Name: Puccile

Location: Vedan - Cancer
King's Ruins - Area 3: Fork

Materials

Icon	Source	Name	Qty
	1	Iron Board	5
	2	Medusa's Locks	3



FLAME GUARD

EARLIEST CHAPTER
CHAPTER 5

Blueprint Name:

Flame defense

NPC Name: Elbim

Location: Zerard - West Side

Shops

Name: Corbis

Location: Vedan - Myna
- Near Item Shop Corbis

Name: Ferris

Location: Mariglenn
- Queen's Palace - Queen's
Chamber

Name: Koleiwa

Location: Juraika - Path to
the Ruins - Midpoint

Materials

Icon	Source	Name	Qty
	1	Iron Board	5
	2	Hellpot Flame	3



TRAP CANCELLER

EARLIEST CHAPTER
CHAPTER 5

Blueprint Name:

Treasure hunter's ally

NPC Name: Korbo

Location: Zerard - Starship
Factory - Assembly Line 1

Shops

Name: Corbis

Location: Vedan - Myna
- Near Item Shop Corbis

Name: Delphos

Location: Zerard - West Side
- Near the Item Shop

Materials

Icon	Source	Name	Qty
	1	Iron Cube	3
	2	Hoho Bird Feather	1

Name: Shilhawa

Location: Rosa - Salgin -
Near the Item Shop



TRI-ELIXIR

EARLIEST CHAPTER
CHAPTER 5

Blueprint Name:

Recovery vial

NPC Name: Museen

Location: Zerard - East Side

Shops

Name: Shilhawa

Location: Rosa - Salgin -
Near the Item Shop

Name: Joseph

Location: Zerard - East Side
- Near the Insectron Stadium

Name: Corbis

Location: Vedan - Myna
- Near Item Shop Corbis

Materials

Icon	Source	Name	Qty
	1	Flame God's Stone	3
	2	Hellpot Flame	3
	3	Ruby	3



ALEXANDER

EARLIEST CHAPTER
CHAPTER 5

Blueprint Name:

Sword of holy lightning

NPC Name: Sando

Location: Zerard - East Side

Shops

Name: Rant

Location: Zerard - East Side
- Near the Insectron Stadium

Materials

Icon	Source	Name	Qty
	1	Iron Board	9
	2	Thunder Stone	5
	3	Stella Crystal	1



CRESCENT MOON

EARLIEST CHAPTER
CHAPTER 5

Blueprint Name:

Sword of vivid moonlight

NPC Name: Alban

Location: Rosa - Salgin Plaza

NPC Name: Mukajiri

Location: Rosa - Lazark's
shop

Shops

Name: Mohandis

Location: Rosa - Salgin
Residential Area - Plaza

Materials

Icon	Source	Name	Qty
	1	Iron Board	10
	2	Dark Onyx	6
	3	Chameleon Particulate	1
	4	Dream Mushroom	3

SIDEQUESTING



PERFECT REVIVER

EARLIEST CHAPTER
CHAPTER 5

Blueprint Name:

Miraculous flames

NPC Name: Maddox

Location: Maddox

Shops

Name: Lazark

Location: Rosa - Salgin Residential Area - Plaza

Name: Delphos

Location: Zerard - West Side - Near the Item Shop

Name: Charles

Location: Mariglenn - Mother's Lair - Midpoint

Materials

Icon	Source	Name	Qty
	1	Diamond	7
	2	Hellpot Flame	3
	3	Stella Crystal	1
	4	Electric Eel	5



DIVINE BLESSING

EARLIEST CHAPTER
CHAPTER 5

Blueprint Name:

Healing Vial

NPC Name: Eman

Location: Zerard - Starship Factory entrance

Shops

Name: Kattaro

Location: Juraika - Leo King's Castle - 3F

Name: Hanbarney

Location: Zerard - Main Street - Fountain Plaza

Name: Techiton

Location: Mariglenn - Ti'tatha Forest - Midpoint

Materials

Icon	Source	Name	Qty
	1	Dreamflower Ash	2
	2	Dream Mushroom	2
	3	Hoho Bird Wing	2



ATTACK SEAL

EARLIEST CHAPTER
CHAPTER 6

Blueprint Name:

Seals away power

NPC Name: Trimble

Location: Vedan - Myna - Kayo's shop

Shops

Name: Slyman

Location: Rosa - Labyrinth - Maze of Chaos

Name: Hanbarney

Location: Zerard - Main Street - Fountain Plaza

Name: Modant

Location: Vedan - Myna - Observation Deck (Daytron View)

Materials

Icon	Source	Name	Qty
	1	Absolute Zero Stone	2
	2	Dreamflower Ash	2
	3	Snow Crest	2



GUARD SEAL

EARLIEST CHAPTER
CHAPTER 6

Blueprint Name:

Seals away defense

NPC Name: Minth

Location: Vedan - Item Shop Corbis

Shops

Name: Kareem

Location: Rosa - Kuje Desert - Desert Fork

Name: Hanbarney

Location: Zerard - Main Street - Fountain Plaza

Name: Modant

Location: Vedan - Myna - Observation Deck (Daytron View)

Materials

Icon	Source	Name	Qty
	1	Medusa's Locks	2
	2	Dreamflower Ash	2
	3	Snow Crest	2



STEALTH GUARD

EARLIEST CHAPTER
CHAPTER 6

Blueprint Name:

Hide from beasts

NPC Name: Shukowa

Location: Vedan - Myna
- east of Item Shop Corbis

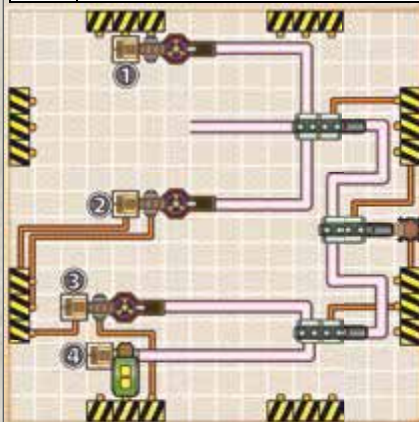
Shops

Name: Shilhawa

Location: Rosa - Salgin -
Near the Item Shop

Name: Techiton

Location: Mariglenn -
Ti'atha Forest - Midpoint



Materials

Icon	Source	Name	Qty
	1	Dreamflower Ash	3
	2	Dream Mushroom	3
	3	Hoho Bird Feather	1
	4	Diamond	2



IXION

EARLIEST CHAPTER
CHAPTER 7

Blueprint Name:

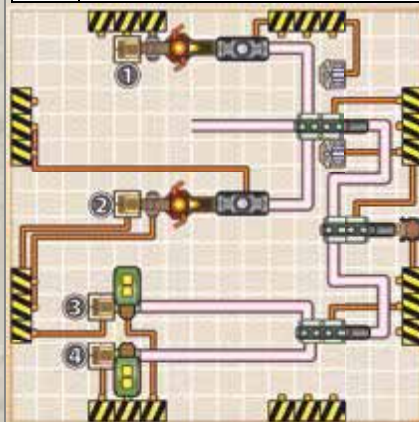
Sword of frozen fate

NPC Name: Agassimo

Location: Rosa - south of
Space Port

NPC Name: Misanna

Location: Rosa - Church



Materials

Icon	Source	Name	Qty
	1	Revolva Alloy	15
	2	Izerium	4
	3	Seventhmoon	3
	4	Edensia	1



BRAVE SYMBOL

EARLIEST CHAPTER
CHAPTER 6

Blueprint Name:

Crystal of power

NPC Name: Drapp

Location: Vedan - Myna
- near sewer entrance

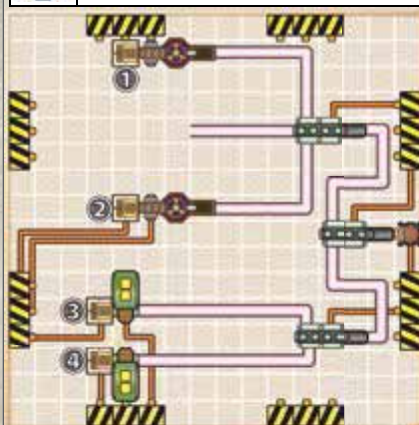
Shops

Name: Lazark

Location: Rosa - Salgin
Residential Area - Plaza

Name: Hanbarney

Location: Zerard - Main
Street - Fountain Plaza



Materials

Icon	Source	Name	Qty
	1	Hellpot Flame	2
	2	Flame God's Stone	2
	3	Ruby	2
	4	Diamond	2



MAID ROBOT BETTY

EARLIEST CHAPTER
CHAPTER 7

Blueprint Name:

Mechanical oddjobber

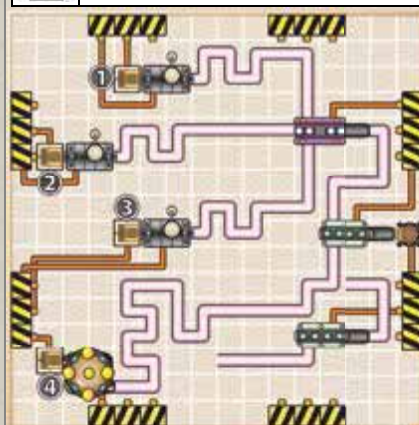
NPC Name: Louin

Location: Zerard - Starship
Factory - east of entrance

Shops

Name: Corbis

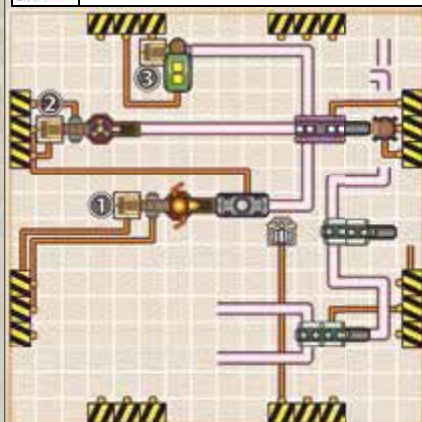
Location: Vedan - Myna
- Near Item Shop Corbis



Materials

Icon	Source	Name	Qty
	1	Nanomemory	8
	2	O3 CPU	1
	3	Biofeedback Circuit	1
	4	Walkie-Talkie	2

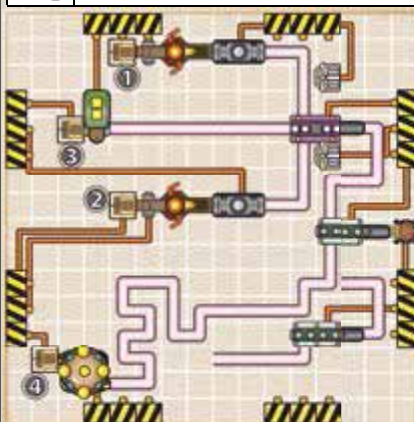
SIDEQUESTING

**EXCELION SHARD**EARLIEST CHAPTER
CHAPTER 8**Blueprint Name:**

Shard of ancient sword

NPC Name: Suraia**Location:** Vedan - Myna
- South Myna Station Plaza**Shops****Name:** Mohandis**Location:** Rosa - Salgin
Residential Area - Plaza**Name:** Rant**Location:** Zerard - East Side
- Near the Insectron Stadium**Name:** Kayo**Location:** Vedan - Myna
- Near Weapon Shop**Materials**

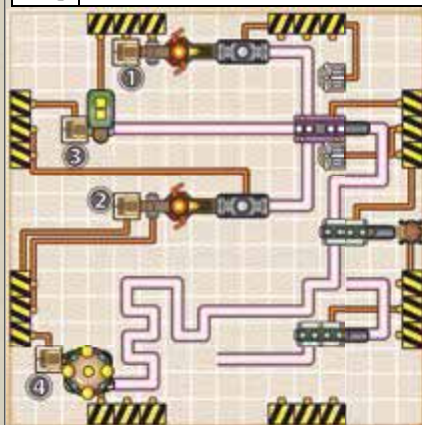
Icon	Source	Name	Qty
	1	Zeranium	7
	2	Myriad Branch	5
	3	Nebula Opal	2

**ODIN'S SPEAR**EARLIEST CHAPTER
CHAPTER 8**Blueprint Name:**

Legendary demon spear

NPC Name: Ricard**Location:** Zerard - West Side**Shops****Name:** Alice**Location:** Zerard - West Side
- Near the Item Shop**Materials**

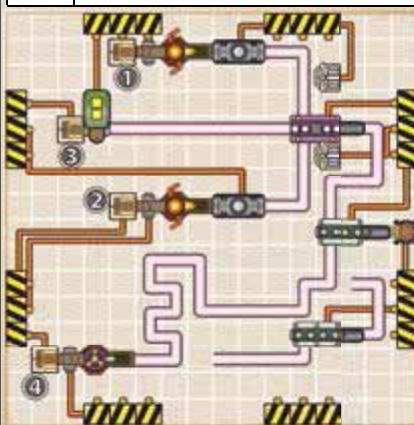
Icon	Source	Name	Qty
	1	Revolva Alloy	7
	2	Zeranium	5
	3	Edensia	1
	4	Pressure Pump	3

**JUSTICE RAY**EARLIEST CHAPTER
CHAPTER 8**Blueprint Name:**

Gun of the righteous

NPC Name: Lark**Location:** Zerard - Spaceport**NPC Name:** HFKJD**Location:** HFKJD**Shops****Name:** Rant**Location:** Zerard - East Side
- Near the Insectron Stadium**Materials**

Icon	Source	Name	Qty
	1	Iron Cube	11
	2	Conductive Liqui-Metal	1
	3	Diamond	5
	4	Energy Charger	1

**GUSTBRINGER**EARLIEST CHAPTER
CHAPTER 8**Blueprint Name:**

Sword of biting gales

NPC Name: Lugei**Location:** Vedan - Kayo's
shop**NPC Name:** Yorkman**Location:** Rosa - Mohandis'
Shop**Shops****Name:** Mohandis**Location:** Rosa - Salgin
Residential Area - Plaza**Materials**

Icon	Source	Name	Qty
	1	Carbon Alloy	13
	2	Chamelon Particulate	1
	3	Lapis Lazuli	7
	4	Hoho Bird Feather	2



DEVIL FORKS

EARLIEST CHAPTER
CHAPTER 8

Blueprint Name:

Claw glowing with evil

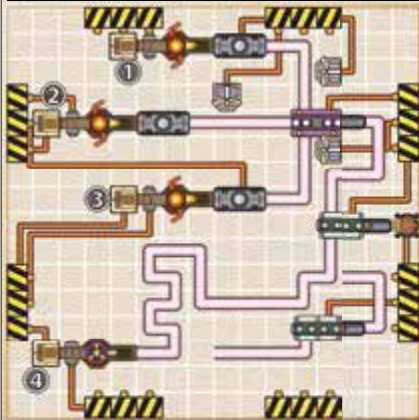
NPC Name: Duella

Location: Zerard - Alice's shop

Shops

Name: Alice

Location: Zerard - West Side
- Near the Item Shop



Materials

Icon	Source	Name	Qty
	1	Iron Cube	7
	2	Izerium	5
	3	Chameleon Particulate	1
	4	Queen Bee Stinger	3



DREADNOUGHT CANNONS

EARLIEST CHAPTER
CHAPTER 8

Blueprint Name:

Star-blasting cannon

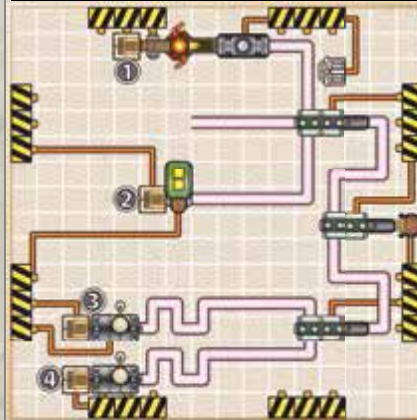
NPC Name: Nommis

Location: Vedan - Rockbelter Mine

Shops

Name: Kayo

Location: Vedan - Myna
- Near Weapon Shop



Materials

Icon	Source	Name	Qty
	1	Conductive Liqui-Metal	10
	2	Firestone	6
	3	Super CPU	3
	4	Plasma Burst Circuit	3



HEAVENLY GUIDE BOW

EARLIEST CHAPTER
CHAPTER 8

Blueprint Name:

Winged thunder bow

NPC Name: Masculine

Location: Zerard - Joseph's shop

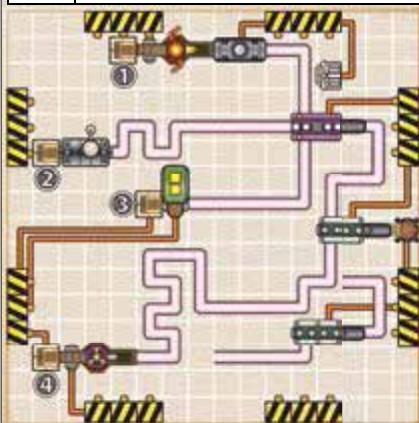
NPC Name: Anideba

Location: Juraika - near Filio's house

Shops

Name: Wanboko

Location: Juraika - Burkaqua Village - Path to Burkaqua Exit



Materials

Icon	Source	Name	Qty
	1	Carbon Alloy	8
	2	Hyper-Gravity Sensor	1
	3	Nebula Opal	4
	4	Hoho Bird Feather	3



DEVASTATOR

EARLIEST CHAPTER
CHAPTER 8

Blueprint Name:

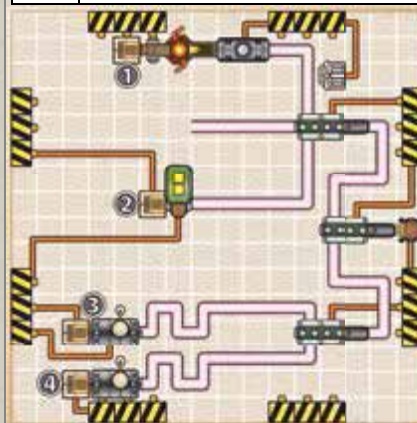
Chaos-inducing whopper

NPC Name: Sulman

Location: Zerard - Rant's shop

NPC Name: Slumba

Location: Vedan - Myna
- near Angela's bar



Materials

Icon	Source	Name	Qty
	1	Zeranium	11
	2	Firestone	5
	3	Super CPU	1
	4	Chaos Chip	3

SIDEQUESTING



HOMING SHOOTER

EARLIEST CHAPTER
CHAPTER 8

Blueprint Name:

Off-the-hook CD case

NPC Name: Chad

Location: Zerard - Space Port

NPC Name: Pedock

Location: Rosa - Space Port

Shops

Name: Rant

Location: Zerard - East Side
- Near the Insectron Stadium

Materials

Icon	Source	Name	Qty
	1	Revolva Alloy	5
	2	Hyper-Gravity Sensor	1
	3	AlbanSpeaker Pod	1
	4	Retro Boombox	1



DEUS SHIELD

EARLIEST CHAPTER
CHAPTER 9

Blueprint Name:

Strong, sacred shield

NPC Name: Likiuli

Location: Vedan - Item Shop
Corbis

Shops

Name: Shilhawa

Location: Rosa - Salgin -
Near the Item Shop

Name: Techiton

Location: Mariglenn -
Ti'atha Forest - Midpoint

Materials

Icon	Source	Name	Qty
	1	Izerium	7
	2	Conductive Liqui-Metal	3
	3	Stella Crystal	10



DEEP DRILL FINGERS

EARLIEST CHAPTER
CHAPTER 8

Blueprint Name:

Well-honed drill bit

NPC Name: Jobman

Location: Vedan - Myna
- near ruins entrance

NPC Name: Rumar

Location: Zerard - Starship
Factory - Assembly Line 1

Shops

Name: Rant

Location: Zerard - East Side
- Near the Insectron Stadium

Materials

Icon	Source	Name	Qty
	1	Carbon Alloy	6
	2	Revolva Alloy	12
	3	Moebius Battery	1
	4	Tachyon Motor	2



TWIN TORNADO

EARLIEST CHAPTER
CHAPTER 11

Blueprint Name:

High-tech tornado gun

NPC Name: Kobitt

Location: Zerard - outside
factory

Shops

Name: Rant

Location: Zerard - East Side
- Near the Insectron Stadium

Materials

Icon	Source	Name	Qty
	1	Cyclonic Pump	2
	2	Tachyon Motor	2
	3	Military-Grade Battery	1
	4	Revolva Alloy	7



GETTING ALL SPECIAL EQUIPMENT

You can collect several special weapons for Jaster, as well as one for Kisala. They are different from normal weapons because you can only obtain one of each type, each type has four levels instead of five, and they are generally more powerful. Here's how to get them.

SEVEN-STAR SWORDS

Desert Seeker - Chapter 1

Desert Claw gives this to you.

Ixion - Chapter 8

This one needs to be produced in the factory. Talk to Agassimo (p. 49) south of the space port on Rosa, then find Misanna (p. 129) in the church to get the blueprint. Here are the materials: **Revolva Alloy x15** **Izerium x4**; **Seventhmoon x3**; **Edensia x1**.

See p. 226 for a detailed schematic.

Cosmolore - Chapter 8

First, obtain three clues (in any order) about the sword's whereabouts from these NPCs: **Nico** (p. 110) - **Cancer King's Ruins**; **Mesod** (p. 101) - **Leo King's Ruins**; **Silma** (p. 120) - **Gladius Tower - 1st Tower - 3F**

Next, talk to Carraco (p. 124) in the Control Room of the Dorgenark for a final clue. You can find the sword in the southern sofa room next to the Control Room.

Great Caesar - Chapter 8

Buy the Annals of Hades from Item Shop Corbis on Vedan after obtaining a Platinum License. Speak to Rodullier (p. 109) in the shop and he'll translate some of it for you.

The next step is to find the Elderly Man (p. 125) at the Great Tablet on Rosa. Tell him no when he asks you if you're looking for "Shisa."

Pride of Kings - Chapter 10

After visiting Johannsburg, speak to Ulbor (p. 129) outside the church in Salgin. Open the new chest inside the church to get the Pride of Kings. It's locked with the Star Key.

Duke Nightmare - Chapter 13

This sword has to be created by Toady. The easiest way is to use the Chapter 13 shops, but it can be made earlier if you want to use more combinations. Here's one way to make it.

Buy the following: **Alexander** from Rant; **Plain Edge** and **Gustbringer** from Mohandis; **Spirit Calibur** from Kayo; **Adamon Raiser** from Narcissus

Then use these combinations to create the Duke Nightmare:

Alexander + Plain Edge = Alex Impulse

Alex Impulse + Spirit Calibur = Demon Rouser

Gustbringer + Adamon Raiser = Majestic Halo

Majestic Halo + Demon Rouser = Duke Nightmare

Pegasus Lord - Chapter 11

At the entrance to the Labyrinth on Rosa, find Kyrilil Bell (p. 126). She'll send you looking for Blaster J (p. 126), who can be found deeper in the Labyrinth in the Maze of Chaos. Talk to him to get Pegasus Lord.



OTHER SPECIAL SWORDS

Libra King's Sword - Chapter 8

You get this automatically when you enter the Gladius Towers.

Zeo Sychros - Chapter 13

Locate all eight Drigellums and you will receive Zeo Sychros.

Sword of Sin - Chapter 13+

This sword is contained in a chest in the Ghost Ship (p. 157).

Dorgenedge - Chapter 13+

Complete the Ghost Ship to receive Jaster's ultimate weapon.

SPECIAL SHOES

Beach Sandals

To get Kisala's ultimate pair of shoes, complete the Ghost Ship: Extreme.

OUTFITS

Jaster

Desert-Dweller's Clothes: Jaster's starting outfit

Jungle Coat: Juraika chest - (p. 60)

Pirate's Outfit: Reward for completing Alistia

Desert Claw's Outfit: Complete Hunter Rankings

Captain's Uniform: Complete Ghost Ship

Kisala

Light Skirt: Kisala's starting outfit

Phantom Robe: Vedan chest - (p. 87)

Arina's Sleeve: Complete Hunting Record

Tribal Two-Piece: Defeat the Rumored Ladyhunter quarry

Her Majesty's Attire: Mariglenn chest - (p. 137)

Kisala's Swimsuit: Complete Ghost Ship Extreme

Simon

Spacesuit: Simon's starting outfit

Cosmo Jacket: Defeat the Voracious Wanderer quarry

Traditional Worksuit: Zerard chest - (p. 121)

Hand-Knit Sweater: Buy from Corbis

Zero-G Suit: Complete Rare Items

Sho's Clothes: Complete Ghost Ship Extreme a second time

Steve

Titanium Armor: Steve's starting outfit

Reflect Armor: Rosa chest - (p. 96)

Zeranium Armor: Zerard chest - (p. 78)

Energy Armor: Buy from Joshua

Izerium Armor: Complete Factory

Zegram

Ebony Coat: Zegram's starting outfit

Wanderer's Coat: Juraika chest - (p. 60)

Lupine Coat: Vedan chest - (p. 110)

Swordsman's Gi: Buy from Narcissus

Midnight Cloak: Complete Frog Log

Lilika

Warrior's Clothes: Lilika's starting outfit

Stealth Clothes: Win S-rank Insectron Tournament twice

Royal Servant's Clothes: Juraika chest - (p. 101)

Star Traveler's Outfit: Rosa chest - (p. 132)

Sun's Beloved Wear: Complete Quarries

Jupis

Leather Wear: Jupis's starting outfit

Vintage Wear: Buy from Hanbarney

Riding Outfit: Defeat the Shapeless Assassin quarry

Lab Coat: Zerard chest - (p. 79)

Hi-Tech Mobile Wear: Complete Insectron

Deego

Taurus Attachment: Deego's starting outfit

Heavy Attachment: Vedan chest - (p. 90)

Longardian Armor: Buy from Alice

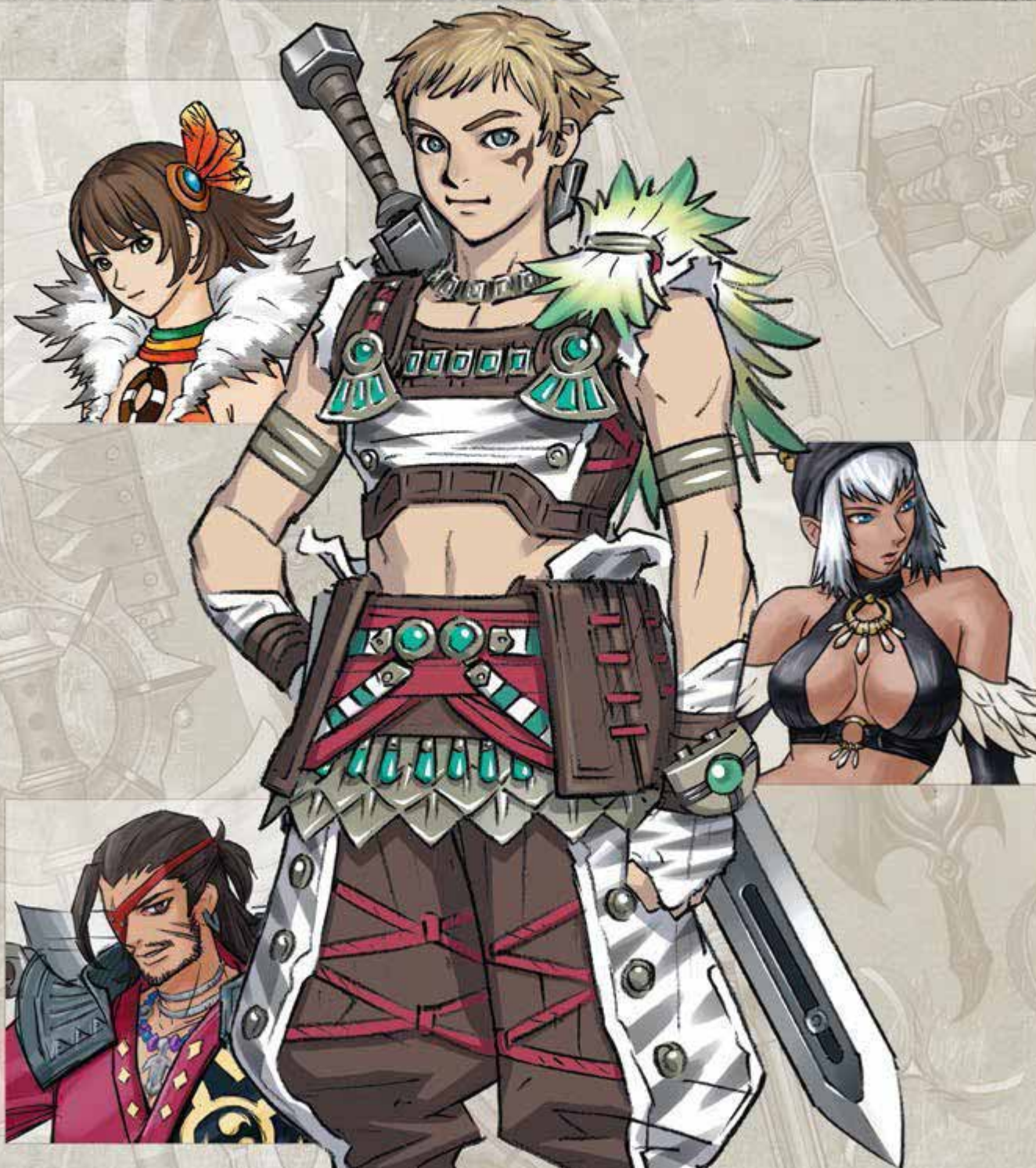
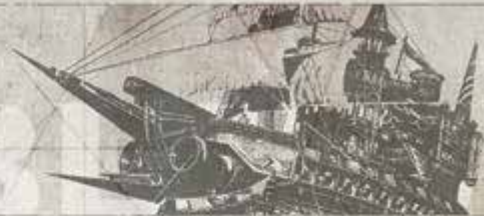
Destructo Attachment: Mariglenn chest - (p. 142)

Full Metal Jacket: Complete Revelation Flow





OBSERVATORY



SHOP DATA



SHOPS
DATA

In *Rogue Galaxy* the shop inventories change each time the story advances. This section details the inventory of each shop at each point in the game.

Each shop is identified like so:

Proprietor - Planet - Nearest Teleporter

SHOP LEGEND

	Item must be produced in the factory before it becomes available for purchase
	Shop not available
—	Item does not appear in inventory
SO	Sold-out
CS	Coming soon
Inf	Infinitely many can be purchased
Plat	Items with an x in this column can only be purchased if you've obtained a Platinum License

Note that prices will be 10% cheaper with a Silver License, and 20% cheaper with a Gold License.



SHOP AVAILABILITY

Here are the conditions for reaching each chapter:

1A	begin game
1B	after defeating first boss
2	arrive at Juraika
3A	gain access to Burkaqua Village
3B	after getting freeze shot fixed
3C	after Zegram takes off
4A	defeat boss at altar
4B	after defeating Rosencaster
5A	enter main street
5B	after hearing about trouble at the factory from Mio
5C	after defeating Jupis
6A	return to ship after getting visa
6B	exit Item Shop Corbis after buying Mine ID Card
6C	defeat Gale
7	after scene at North Myna Station
8A	after battle with Seed
8B-8F	Each event below updates the shop inventory, but complete all 6 and you move on to chapter 9A
	- defeat Dark Gigants
	- get Leo King's Key Piece
	- get Libra King's Sword
	- get Libra King's Key Piece
	- defeat Longardian Soldiers
	- get Cancer King's Key Piece
9A	get all 3 Key Pieces
9B	defeat Beast Seed
9C	defeat Ragnar
10A	enter Kuje Desert
10B	enter Johannasburg
11	enter Mariglenn gate
12A	obtain Drigellum of Kindness
12B	obtain two Drigellums
12C	obtain four Drigellums
13A	obtain eight Drigellums
13B	defeat Mother, save your game, and load that save

SHILAWA

	Plat	Price	1A	1B	2	3A	3B	3C	4A	4B	5A	5B	5C	6A	6B	6C	7	8A	8B	8C	8D	8E	8F	9A	9B	9C	10A	10B	11	12A	12B	12C	13A	13B		
Heal Potion		50	Inf	Inf										Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf		
Max Heal		150	-	-										5	5	5	5	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	
Perfect Heal		300	-	-										-	-	-	5	5	5	5	5	5	5	10	10	10	10	10	10	10	10	10	10	Inf	Inf	
Recharge Drink		70	3	3										Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	
Tri-Charge		120	CS	SO										4	4	4	4	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	
Tri-Elixir		350	-	-										5	5	5	5	5	5	5	5	5	5	10	10	10	10	10	10	10	10	10	10	Inf	Inf	
Resurrection		200	Inf	Inf										Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	
Tri-Resurrection		500	-	-										-	-	-	-	-	-	-	-	-	-	4	4	4	4	4	4	10	10	10	10	10	Inf	Inf
CO2 Powder		100	10	10										10	10	10	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	
Flame Shield	x	500	-	-										-	-	-	-	-	-	-	-	-	-	2	2	2	2	2	2	2	2	2	2	Inf	Inf	
Storm Shield	x	1800	-	-										-	-	-	-	-	-	-	-	-	-	2	2	2	2	2	2	2	2	2	2	2	Inf	Inf
Deus Shield		1800	-	-										2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	Inf	Inf	
Sanchez Fruit		150	Inf	Inf										Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	
Trap Cancellor		1000	-	-										2	2	2	2	2	2	2	2	2	2	6	6	6	6	6	8	8	8	8	8	Inf	Inf	
Stealth Pills		200	-	-										5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	Inf	Inf	
Stealth Guard		700	-	-										1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	Inf	Inf	
Grand Edge		320	5	5										Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	
Graverosse		630	-	1										Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	
Great Hands		190	5	Inf										Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	
Muscle Hands		470	-	2										2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	Inf	Inf	
Osmotic Snipers		8500	-	-										-	-	-	-	-	-	-	-	5	5	5	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf
Flamethrower		190	5	Inf										Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	
Missile Pod I		190	5	Inf										Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	
Divine Serpent		3900	-	-										-	-	-	5	5	5	5	5	5	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf
Mountainsong Bow		3000	-	-										-	-	-	3	3	3	3	3	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf
Blaze Saucer Box		2100	-	-										-	5	5	5	5	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf
Round Silver		2200	-	-										-	-	-	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf
Limit Breaker		3700	-	-										-	-	-	-	-	-	-	-	3	3	3	3	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf

LAZARK

	Plat	Price	1A	1B	2	3A	3B	3C	4A	4B	5A	5B	5C	6A	6B	6C	7	8A	8B	8C	8D	8E	8F	9A	9B	9C	10A	10B	11	12A	12B	12C	13A	13B	
Heal Potion		50		Inf										Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	
Recharge Drink		70		5										Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	
Perfect Reviver		800		-										5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	Inf	Inf	
Resurrection		200		Inf										Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	
Relaxing Aroma		100		3										3	3	3	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	
Wake-Up Drops		100		3										3	3	3	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	
Brave Symbol		250		-										2	2	2	2	2	2	2	2	2	2	5	5	5	5	5	5	5	5	5	5	Inf	Inf
Yago Milk		150		Inf										Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	
Mellow Banana		150		10										10	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10	Inf	
Iron Cube		150		3										3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	Inf	Inf	
Revolver Alloy		250		-										2	2	2	2	2	2	2	2	2	2	5	5	5	5	5	5	5	5	5	5	Inf	Inf
Lunar Ribbon		200		-										-	-	-	-	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	Inf	Inf	
Sealing Sunsphere		200		-										-	-	-	-	2	2	2	2	2	2	2	2	2	2	4	4	4	4	6	6	Inf	Inf

MOHANDIS

[illegible]

SHOP DATA

MOHANDIS (CONT.) PLANET: ROSA NEAREST TRANSPORTER: SALGIN RESIDENTIAL AREA - PLAZA

Plat	Price	1A	1B	2	3A	3B	3C	4A	4B	5A	5B	5C	6A	6B	6C	7	8A	8B	8C	8D	8E	8F	9A	9B	9C	10A	10B	11	12A	12B	12C	13A	13B
Phantom Dream	6000	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	2	2	2	2	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf
Blizzard	5300	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	3	3	3	3	3	3	3	3	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf
Ice Wolf Hatchet	8600	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	3	3	3	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf
Planet Spear	1700	-	-	-	-	-	-	-	-	-	-	-	4	4	4	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf
Spirit Chorus	8000	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	5	5	5	Inf	Inf	Inf	Inf	Inf	Inf
Majestic Pocket	5400	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	3	3	3	Inf	Inf	Inf	Inf	Inf	Inf	Inf
Soldier's Axe	2600	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf
General's Gold	4000	-	-	-	-	-	-	-	-	-	-	-	-	-	-	3	3	3	3	3	3	3	3	3	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf
Brave Slugger	3700	-	-	-	-	-	-	-	-	-	-	-	-	-	-	5	5	5	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf
Guardian 44	1900	-	-	-	-	-	-	-	-	-	-	-	-	-	-	3	3	3	3	3	3	3	3	3	3	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf
Tartaros Maker	5400	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	3	3	3	Inf	Inf	Inf	Inf	Inf	Inf	Inf
Hyper Crystal	2800	-	-	-	-	-	-	-	-	-	-	-	5	5	5	5	5	5	5	5	5	5	5	10	10	10	10	10	10	10	10	10	10
Omega Star	2800	-	-	-	-	-	-	-	-	-	-	-	5	5	5	10	10	10	10	10	10	10	20	20	20	20	20	20	20	20	20	20	20
Exelcion Shard	5000	-	-	-	-	-	-	-	-	-	-	-	10	10	10	15	15	15	15	15	15	15	20	20	20	20	20	25	25	25	25	25	25

FISAAL PLANET: ROSA NEAREST TRANSPORTER: ROSA: ANCIENT RUINS - ENTRANCE

Plat	Price	1A	1B	2	3A	3B	3C	4A	4B	5A	5B	5C	6A	6B	6C	7	8A	8B	8C	8D	8E	8F	9A	9B	9C	10A	10B	11	12A	12B	12C	13A	13B
Heal Potion	50	-	-	-	-	-	-	-	-	-	-	-	-	-	-	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf
Max Heal	150	-	-	-	-	-	-	-	-	-	-	-	-	-	-	10	10	10	10	10	10	10	10	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf
Recharge Drink	70	-	-	-	-	-	-	-	-	-	-	-	-	-	-	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf
Tri-Charge	120	-	-	-	-	-	-	-	-	-	-	-	-	-	-	10	10	10	10	10	10	10	10	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf
Resurrection	200	-	-	-	-	-	-	-	-	-	-	-	-	-	-	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf
Strength Star	x 250	-	-	-	-	-	-	-	-	-	-	-	-	-	-	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	Inf	Inf
Divine Protection	x 200	-	-	-	-	-	-	-	-	-	-	-	-	-	-	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	Inf	Inf
Ancient Scroll II	5000	-	-	-	-	-	-	-	-	-	-	-	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4
Chimera Breath	4300	-	-	-	-	-	-	-	-	-	-	-	1	1	1	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf
Blaze Saucer Max	2800	-	-	-	-	-	-	-	-	-	-	-	3	3	3	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf

SLYMAN PLANET: ROSA NEAREST TRANSPORTER: LABYRINTH - MAZE OF CHAOS

	Plat	Price	1A	1B	2	3A	3B	3C	4A	4B	5A	5B	5C	6A	6B	6C	7	8A	8B	8C	8D	8E	8F	9A	9B	9C	10A	10B	11	12A	12B	12C	13A	13B
Heal Potion		50																							Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf
Max Heal		150																							Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf
Tri-Heal		80																							Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf
Tri-Charge		120																							Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf
Resurrection		200																							Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf
Tri-Resurrection		500																							5	5	5	5	10	10	10	10	Inf	Inf
Freeze Shield		500																							1	1	1	1	1	1	1	1	Inf	Inf
Attack Seal		300																							5	5	5	5	5	5	5	5	Inf	Inf
Lapis Lazuli		400																							5	5	5	5	5	5	5	5	Inf	Inf
Stella Crystal	x	700																							1	1	1	1	1	1	1	1	Inf	Inf

KAREEM PLANET: ROSA NEAREST TRANSPORTER: KUJE DESERT - DESERT FORK

Plat	Price	1A	1B	2	3A	3B	3C	4A	4B	5A	5B	5C	6A	6B	6C	7	8A	8B	8C	8D	8E	8F	9A	9B	9C	10A	10B	11	12A	12B	12C	13A	13B
Heal Potion	50	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf
Tri-Heal	80	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf
Tri-Charge	120	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf
Resurrection	200	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf
Antidote	100	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf
Guard Seal	300	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	5	5	5	5	5	5	5	Inf	Inf
Thunder Shield	1000	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	2	2	2	2	2	2	2	Inf	Inf
Stealth Pills	200	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	5	5	5	5	5	5	5	Inf	Inf
Walkie-Talkie	200	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	3	3	3	3	3	3	3	Inf	Inf
Firestone	600	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	3	3	3	3	3	3	3	Inf	Inf
Rose of Passion	200	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	2	2	2	4	4	4	4	Inf	Inf
Pirate's Grog	250	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	5	5	5	5	5	5	5	Inf	Inf
Murderous Arms	10000	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	2	2	Inf	Inf	Inf	Inf	Inf	Inf	Inf

	Plat	Price	1A	1B	2	3A	3B	3C	4A	4B	5A	5B	5C	6A	6B	6C	7	8A	8B	8C	8D	8E	8F	9A	9B	9C	10A	10B	11	12A	12B	12C	13A	13B
Heal Potion		50																										Inf	Inf	Inf	Inf	Inf	Inf	Inf
Tri-Heal		80																										Inf	Inf	Inf	Inf	Inf	Inf	Inf
Perfect Heal		300																										10	15	15	15	15	Inf	Inf
Recharge Drink		70																										Inf	Inf	Inf	Inf	Inf	Inf	Inf
Tri-Charge		120																										Inf	Inf	Inf	Inf	Inf	Inf	Inf
Elixir		250																										10	20	20	20	20	Inf	Inf
Resurrection		200																										Inf	Inf	Inf	Inf	Inf	Inf	Inf
Hyper Crystal		2800																										5	10	10	10	10	15	15
Omega Star		2800																										10	15	15	15	15	15	15
Stella Crystal		700																										3	3	3	3	3	Inf	Inf
Trumpet of Glory		200																										2	2	2	2	2	Inf	Inf
Ancient Scroll III		7500																										4	4	4	4	4	4	4

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SHOP DATA

WANBOKO (CONT.) PLANET: JURAIKA NEAREST TRANSPORTER: BURKAQUA VILLAGE - PATH TO BURKAQUA

	Plat	Price	1A	1B	2	3A	3B	3C	4A	4B	5A	5B	5C	6A	6B	6C	7	8A	8B	8C	8D	8E	8F	9A	9B	9C	10A	10B	11	12A	12B	12C	13A	13B		
Sirius' Claws		1100				-	2	2						Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	
Violet Stars		690				2	2	Inf						Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	
Iron Demon		530				2	2	2						Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	
Gust Shuriken		830				5	5	5						Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	
Famished Wolf		4500				-	-	-						-	-	-	-	-	-	3	3	3	3	3	3	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	
Wanderlust Bow		1000				Inf	Inf	Inf						Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	
Terra Bow		1300				3	3	3						Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	
Heavenly Guide Bow		3400				-	-	-						3	3	3	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	
Stellar Prayer Bow		6600				-	-	-						-	-	-	-	-	-	-	-	-	-	5	5	5	5	5	5	5	5	5	5	5	Inf	Inf
Hunter's Hatchet		990				-	-	-						Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	
Spirit Hatchet		3600				-	-	-						-	-	-	-	2	2	2	2	2	2	2	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	
Valiant Wind		4700				-	-	-						-	-	-	-	-	-	-	-	3	3	3	3	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	
Zipangu Axe		4900				-	-	-						-	-	-	-	5	5	5	5	5	5	5	5	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	
Uranos' Axe		10000				-	-	-						-	-	-	-	-	-	-	-	-	-	-	3	3	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	
Hyper Crystal		2800				5	5	5						5	5	5	5	5	5	5	5	5	5	5	10	10	10	10	10	20	20	20	20	20	20	
Omega Star		2800				5	5	5						5	5	5	5	5	5	5	5	5	5	15	15	15	15	15	15	15	25	25	25	25	25	

LIMAKA PLANET: JURAIKA NEAREST TRANSPORTER: PATH TO THE ALTAR - WATERFALL

	Plat	Price	1A	1B	2	3A	3B	3C	4A	4B	5A	5B	5C	6A	6B	6C	7	8A	8B	8C	8D	8E	8F	9A	9B	9C	10A	10B	11	12A	12B	12C	13A	13B	
Heal Potion		50				Inf	Inf	Inf						Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf
Resurrection		200				Inf	Inf	Inf						Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf
Recharge Drink		70				10	10	10						10	10	10	10	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf
Stamina Extract		100				8	8	8						8	8	8	8	8	8	8	8	8	8	8	8	8	8	8	8	8	8	8	8	Inf	Inf
Diamond		400				2	2	2						2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	Inf	Inf
Ruby		400				1	1	1						1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	Inf	Inf
Lapis Lazuli		400				1	1	1						1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	Inf	Inf
Yago Milk		150				Inf	Inf	Inf						Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf
Ultraspicy Pepper		180				5	5	5						5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	Inf	Inf
Rising Sun		1100				-	2	2						Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf
Warrior's Hatchet		1400				5	5	5						Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf

KOLEIWA PLANET: JURAIKA NEAREST TRANSPORTER: PATH TO THE RUINS - MIDPOINT

	Plat	Price	1A	1B	2	3A	3B	3C	4A	4B	5A	5B	5C	6A	6B	6C	7	8A	8B	8C	8D	8E	8F	9A	9B	9C	10A	10B	11	12A	12B	12C	13A	13B
Heal Potion		50																Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf
Max Heal		150																Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf
Tri-Heal		80																Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf
Perfect Heal		300																5	5	5	5	5	5	5	5	5	5	5	10	10	10	10	Inf	Inf
Recharge Drink		70																Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf
Tri-Charge		120																Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf
Resurrection		200																Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf
Divine Healing		200																Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf
Plasma Shield		1000																2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	Inf	Inf
Saint Shield		1800																2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	Inf	Inf
Poison Guard		700																2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	Inf	Inf
Flame Guard		700																2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	Inf	Inf
Sanchez Fruit		150																Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf
Mellow Banana		150																10	10	10	10	10	10	10	10	10	10	10	10	10	10	10	Inf	Inf
Pirate's Grog		250																3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	Inf	Inf
Innocent Fairies		5600																3	3	3	3	3	3	3	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf
Dragonic Core		4400																3	3	3	3	3	3	3	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf
Ancient Scroll II		5000																4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4

KATTARO PLANET: JURAIKA NEAREST TRANSPORTER: LEO KING'S CASTLE - 3F

	Plat	Price	1A	1B	2	3A	3B	3C	4A	4B	5A	5B	5C	6A	6B	6C	7	8A	8B	8C	8D	8E	8F	9A	9B	9C	10A	10B	11	12A	12B	12C	13A	13B
Heal Potion		50																Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf
Recharge Drink		70																Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf
Divine Healing		200																Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf
Divine Blessing		300																Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf
Wake-Up Drops		100																Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf
Paralysis Cure		100																Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf

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JOSEPH

PLANET: ZERARD NEAREST TRANSPORTER: EAST SIDE - NEAR THE INSECTRON STADIUM

	Plat	Price	1A	1B	2	3A	3B	3C	4A	4B	5A	5B	5C	6A	6B	6C	7	8A	8B	8C	8D	8E	8F	9A	9B	9C	10A	10B	11	12A	12B	12C	13A	13B		
Heal Potion		50							Inf		Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	
Max Heal		150							10		10	10	10	10	10	10	10	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf
Recharge Drink		70							15		15	15	15	15	15	15	15	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf
Tri-Charge		120							5		5	5	5	5	5	5	5	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf
Elixir		250							5		5	5	5	5	5	5	5	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	Inf	Inf	
Tri-Elixir		350							-		-	-	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10	Inf	Inf	
Resurrection		200							Inf		Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	
Wake-Up Drops		100							Inf		Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	
Hot Breath		100							Inf		Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	
Electroless		100							Inf		Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	
CO2 Powder		100							Inf		Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	
Divine Healing		200							Inf		20	20	20	20	20	20	20	20	20	20	20	1	1	1	1	1	1	1	1	1	1	1	1	1	1	
Energy Charger		200							2		2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	Inf	Inf	
Pressure Pump		200							2		2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	Inf	Inf	
Retro Boombox	x	200							-		-	-	-	-	-	-	-	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	Inf	Inf	
O3 CPU		200							Inf		Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	
Nanomemory		250							Inf		Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	
Biomemory	x	270							-		-	-	-	-	-	-	-	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	Inf	Inf	
Iron Cube		150							Inf		Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	
Iron Board		150							Inf		Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	
Carbon Alloy		180							5		5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	Inf	Inf	
Zeranium		250							5		5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	Inf	Inf	
Conductive Liqui-Metal	x	550							-		-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	Inf	Inf	
Sealing Sunsphere		200							-		-	-	-	-	-	-	-	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	Inf	Inf	

SHAZELLE

PLANET: ZERARD NEAREST TRANSPORTER: EAST SIDE - NEAR THE INSECTRON STADIUM

	Plat	Price	1A	1B	2	3A	3B	3C	4A	4B	5A	5B	5C	6A	6B	6C	7	8A	8B	8C	8D	8E	8F	9A	9B	9C	10A	10B	11	12A	12B	12C	13A	13B		
Insector Trap I		-							SO		SO	SO	SO	SO	SO	SO	SO	SO	SO	SO	SO	SO	SO	SO	SO	SO	SO	SO	SO	SO	SO	SO	SO	SO	SO	
Insector Trap II		1200							1		1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	
Rearing Cage I		-							SO		SO	SO	SO	SO	SO	SO	SO	SO	SO	SO	SO	SO	SO	SO	SO	SO	SO	SO	SO	SO	SO	SO	SO	SO	SO	SO
Rearing Cage II		1800							1		1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	
Battle Feed		800							Inf		Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	
Feed Formula		800							Inf		Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	
Smoked Rainbow Newt		180							3		3	3	3	3	3	3	3	20	20	20	20	20	20	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf
Electric Eel		150							3		3	3	3	3	3	3	3	20	20	20	20	20	20	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf
Diamond		400							3		3	3	3	3	3	3	3	20	20	20	20	20	20	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf
Ruby		400							3		3	3	3	3	3	3	3	20	20	20	20	20	20	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf
Lapis Lazuli		400							3		3	3	3	3	3	3	3	20	20	20	20	20	20	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf
Firestone		600							1		1	1	1	1	1	1	1	10	10	10	10	10	10	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf
Dark Onyx		600							1		1	1	1	1	1	1	1	10	10	10	10	10	10	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf
Nebula Opal		650							-		-	-	-	-	-	-	-	5	5	5	5	5	5	5	10	10	10	10	10	10	Inf	Inf	Inf	Inf	Inf	
Seventhmoon		650							-		-	-	-	-	-	-	-	5	5	5	5	5	5	5	10	10	10	10	10	10	Inf	Inf	Inf	Inf	Inf	
Stella Crystal		700							-		-	-	-	-	-	-	-	-	-	-	-	-	-	5	5	5	5	5	5	5	5	5	5	5	Inf	Inf
Edensia		900							-		-	-	-	-	-	-	-	-	-	-	-	-	-	5	5	5	5	5	5	5	5	5	5	5	5	Inf
Sanchez Fruit		150							Inf		Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf
Mellow Banana		150							Inf		Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf
Sticky Gum		120							Inf		Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf
Hard Candy		100							Inf		Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf
Yago Milk		150							Inf		Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf
Juraikan Coffee Beans		150							5		5	5	5	10	10	10	10	10	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf
Ultraspycy Pepper		180							5		5	5	5	10	10	10	10	10	10	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf
Primeval Beef		280							-		-	-	-	3	3	3	3	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf
Pirate's Grog		250							5		5	5	5	10	10	10	10	10	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf

MIRALKA

PLANET: ZERARD NEAREST TRANSPORTER: EAST SIDE - NEAR THE INSECTRON STADIUM

	Plat	Price	1A	1B	2	3A	3B	3C	4A	4B	5A	5B	5C	6A	6B	6C	7	8A	8B	8C	8D	8E	8F	9A	9B	9C	10A	10B	11	12A	12B	12C	13A	13B
Insector License		3000							1			1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1

SHOP DATA

HANBARNEY

PLANET: ZERARD NEAREST TRANSPORTER: MAIN STREET - FOUNTAIN PLAZA

	Plat	Price	1A	1B	2	3A	3B	3C	4A	4B	5A	5B	5C	6A	6B	6C	7	8A	8B	8C	8D	8E	8F	9A	9B	9C	10A	10B	11	12A	12B	12C	13A	13B
Heal Potion		50							Inf		Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf
Max Heal		150							5		5	5	5	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf
Tri-Charge		120							7		7	7	7	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf
Divine Blessing		300							4		Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf
Resurrection		200							Inf		Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf
Strength Star		250							2		2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	Inf
Guardian Sphere		250							2		2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	Inf
Brave Symbol		250							-		-	-	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	Inf
Attack Seal		300							-		-	-	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	Inf
Guard Seal		300							-		-	-	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	Inf
Stealth Pills		200							5		5	5	5	5	5	5	5	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10	Inf
O3 CPU		200							Inf		Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf
Nanomemory		250							Inf		Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf
Revolva Alloy		250							5		5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	Inf
Nebula Opal	x	650							-		-	-	-	-	-	-	-	-	-	-	-	1	1	1	1	1	1	1	1	1	1	1	1	Inf
Lunar Ribbon		200							-		-	-	-	-	-	-	-	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	Inf
Pirate's Ashes		420							Inf		Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf
Aerie Sneakers		850							Inf		Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf
Wishing Stars		1100							Inf		Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf
Gaea Bow		1800							2		Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf
Mermaid Hatchet		1900							CS		5	5	5	5	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf
Vintage Wear		7000							-		-	-	-	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1

WUSHO

PLANET: ZERARD NEAREST TRANSPORTER: ROSENCASTER PRISON - LEVEL 4

	Plat	Price	1A	1B	2	3A	3B	3C	4A	4B	5A	5B	5C	6A	6B	6C	7	8A	8B	8C	8D	8E	8F	9A	9B	9C	10A	10B	11	12A	12B	12C	13A	13B
Heal Potion		50							Inf																									
Max Heal		150							15																									
Recharge Drink		70							Inf																									
Resurrection		200							Inf																									
Divine Healing		200							10																									
Antidote		100							15																									
Ranger Pod I		1100							3																									

OUKI

PLANET: ZERARD NEAREST TRANSPORTER: ROSENCASTER PRISON - LEVEL 3

	Plat	Price	1A	1B	2	3A	3B	3C	4A	4B	5A	5B	5C	6A	6B	6C	7	8A	8B	8C	8D	8E	8F	9A	9B	9C	10A	10B	11	12A	12B	12C	13A	13B
Heal Potion		50							Inf		Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf
Max Heal		150							10		10	10	10	10	10	10	10	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf
Recharge Drink		70							10		10	10	10	10	10	10	10	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf
Resurrection		200							Inf		Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf
Relaxing Aroma		100							10		10	10	10	10	10	10	10	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf
Hot Breath		100							10		10	10	10	10	10	10	10	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf
Stamina Extract		100							10		10	10	10	10	10	10	10	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf
Antidote		100							20		20	20	20	20	20	20	20	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf
Binding Frost		2500							2		2	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf
Earth and Sky Bow		2400							2		2	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf
Triton Hatchet		1300							2		2	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf

AMAND

PLANET: ZERARD NEAREST TRANSPORTER: ROSENCASTER PRISON - LEVEL 2

	Plat	Price	1A	1B	2	3A	3B	3C	4A	4B	5A	5B	5C	6A	6B	6C	7	8A	8B	8C	8D	8E	8F	9A	9B	9C	10A	10B	11	12A	12B	12C	13A	13B
Heal Potion		50							Inf		Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf
Max Heal		150							5		5	5	5	5	5	5	5	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf
Recharge Drink		70							10		10	10	10	10	10	10	10	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf
Elixir		250							5		5	5	5	5	5	5	5	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10	Inf
Resurrection		200							Inf		Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf
Stamina Extract		100							5		5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	Inf
Sanchez Fruit		150							Inf		Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf
Mellow Banana		150							20		20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	Inf
Sticky Gum		120							Inf		Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf
Hard Candy		100							Inf		Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf
Yago Milk		150							Inf		Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf
Juraikan Coffee Beans		150							4		4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	Inf

UTOLL PLANET: ZERARD NEAREST TRANSPORTER: ROSENCASTER PRISON - LEVEL 1

[illegible]

BIVINE PLANET: ZERARD NEAREST TRANSPORTER: STARSHIP FACTORY - NEAR POCACCHIO'S LAB

[illegible]

JOSHUA PLANET: ZERARD NEAREST TRANSPORTER: STARSHIP FACTORY - NEAR POCACCHIO'S LAB

[illegible]

SHOP DATA

FAYE PLANET: ZERARD NEAREST TRANSPORTER: GALAXY CORPORATION - ENTRANCE

	Plat	Price	1A	1B	2	3A	3B	3C	4A	4B	5A	5B	5C	6A	6B	6C	7	8A	8B	8C	8D	8E	8F	9A	9B	9C	10A	10B	11	12A	12B	12C	13A	13B
The Tomb Guardian		800												1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
The Cave Bandit		800												1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
The Steel Shipwright		1500												CS	CS	CS	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
The Wayward Phantasm		1300												CS	CS	CS	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
The Voracious Wanderer		1200												CS	CS	CS	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
The Jungle Master		2400												CS	CS	CS	CS	CS	CS	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
The Shapeless Assassin		1400												CS	CS	CS	CS	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
The Sin-Steeped Drifter		1200												CS	CS	CS	CS	CS	CS	CS	1	1	1	1	1	1	1	1	1	1	1	1	1	1
The Rumored Ladyhunter		1200												CS	CS	CS	CS	CS	CS	CS	CS	1	1	1	1	1	1	1	1	1	1	1	1	1
The Tower Predator		1800												CS	CS	CS	CS	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
The Tower Matador		1800												CS	CS	CS	CS	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
The Seaside Menace		2200												CS	CS	CS	CS	CS	CS	CS	CS	CS	1	1	1	1	1	1	1	1	1	1	1	1
Raft to the Underworld		2400												CS	CS	CS	CS	CS	CS	CS	CS	CS	CS	1	1	1	1	1	1	1	1	1	1	1
The Desert Idol		1600												CS	CS	CS	CS	CS	CS	CS	CS	CS	CS	CS	CS	CS	1	1	1	1	1	1	1	1
The Winged Traveler		1600												CS	CS	CS	CS	CS	CS	CS	CS	CS	CS	CS	CS	CS	1	1	1	1	1	1	1	1
The Rock 'n' Roller		1500												CS	CS	CS	CS	CS	CS	CS	CS	CS	CS	CS	1	1	1	1	1	1	1	1	1	1
The Fallen Monarch		1600												CS	CS	CS	CS	CS	CS	CS	CS	CS	CS	CS	CS	CS	CS	CS	1	1	1	1	1	1
The Ancient Fairy		1800												CS	CS	CS	CS	CS	CS	CS	CS	CS	CS	CS	1	1	1	1	1	1	1	1	1	1
The Labyrinth Terror		2000												CS	CS	CS	CS	CS	CS	CS	CS	CS	CS	CS	1	1	1	1	1	1	1	1	1	1
The Rogue Pirates		2200												CS	CS	CS	CS	CS	CS	CS	CS	CS	CS	CS	CS	CS	CS	CS	CS	1	1	1	1	1
The Envoy From On High		2400												CS	CS	CS	CS	CS	CS	CS	CS	CS	CS	CS	CS	CS	CS	CS	CS	1	1	1	1	1

SELSHU PLANET: ZERARD NEAREST TRANSPORTER: GLADIUS TOWERS: 2ND TOWER - 3F

	Plat	Price	1A	1B	2	3A	3B	3C	4A	4B	5A	5B	5C	6A	6B	6C	7	8A	8B	8C	8D	8E	8F	9A	9B	9C	10A	10B	11	12A	12B	12C	13A	13B	
Heal Potion		50																Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	
Max Heal		150																Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	
Recharge Drink		70																Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	
Tri-Charge		120																Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	
Resurrection		200																Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	
Stella Crystal		700																1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	Inf	Inf	
Edensia		900																1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	Inf	Inf	
Dream Mushroom		400																2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	Inf	Inf
Pressure Pump		200																3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	Inf	Inf
Speaker Pod		200																3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	Inf	Inf
Nebula Opal		650																2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	Inf	Inf
Sanchez Fruit		150																Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf
Pirate's Grog		250																3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	Inf	Inf
Mountain Nymph Bow		6600																5	5	5	5	5	5	5	5	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf
Sage's Spear		3800																1	1	1	1	1	1	1	1	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf

BRUX PLANET: VEDAN NEAREST TRANSPORTER: SPACEPORT - DEPOT

	Plat	Price	1A	1B	2	3A	3B	3C	4A	4B	5A	5B	5C	6A	6B	6C	7	8A	8B	8C	8D	8E	8F	9A	9B	9C	10A	10B	11	12A	12B	12C	13A	13B
Heal Potion		50												Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf
Recharge Drink		70												Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf
Resurrection		200												Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf
Divine Healing		200												Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf
Electroless		100												Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf
CO2 Powder		100												Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf
Fire Shield		500												2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	Inf	Inf
Electro Shield		1000												2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	Inf	Inf
Ice Shield		500												2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	Inf	Inf
Diamond		400												5	5	5	8	8	8	8	8	8	8	8	8	8	11	11	11	11	11	11	Inf	Inf
Ruby		400												5	5	5	8	8	8	8	8	8	8	8	8	8	11	11	11	11	11	11	Inf	Inf
Lapis Lazuli		400												5	5	5	8	8	8	8	8	8	8	8	8	8	11	11	11	11	11	11	11	Inf

OFFICIAL ROGUE GALAXY

STRATEGY GUIDE



KAYO PLANET: VEDAN NEAREST TRANSPORTER: MYNA - NEAR WEAPON SHOP

	Plat	Price	1A	1B	2	3A	3B	3C	4A	4B	5A	5B	5C	6A	6B	6C	7	8A	8B	8C	8D	8E	8F	9A	9B	9C	10A	10B	11	12A	12B	12C	13A	13B	
Gaea Crusher		1300												Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	
Murakumo Type-S		3200												2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	Inf	Inf	
Blizzard Edge		3000												-	3	3	3	3	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	
Spirit Calibur		5900												-	-	-	-	-	-	-	-	2	2	2	2	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf
Destructo Blaster		1300												Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf
Callisto Shooter		3300												5	5	5	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf
Chaos Vulture		3400												-	-	-	1	1	1	1	1	1	1	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf
Fairy Edges		3200												5	5	5	5	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf
Ancient Daggers		2800												CS	5	5	5	5	5	5	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf
Belladonna Needles		6700												-	-	-	-	4	4	4	4	4	4	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf
Blast Daemon		3600												-	-	-	-	5	5	5	5	5	5	5	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf
Dynamite Hands		1800												Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf
Geo Hands		1300												Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf
Killer Grenades		2200												Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf
Beam Avengers		1500												Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf
Dreadnought Cannons		6700												Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf
Cold Spray Lv2		1400												Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf
Aureole Breeze		3700												4	4	4	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf
Dark Infection		7400												-	-	-	-	5	5	5	5	5	5	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf
Demolition Pod		2100												SO	SO	SO	SO	SO	SO	SO	SO	SO	SO	SO	SO	SO	SO	SO	SO	SO	SO	SO	SO	Inf	Inf
Big Hawk		2400												3	3	3	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf
Spectral Gleam		1100												Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf
Demon's Bane		1200												Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf
Violet Nimbus		3200												5	5	5	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf
Hero's Hatchet		1800												Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf
Wasp Sting		2600												Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf
Round Spear		2200												4	4	4	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf
Emperor's Rod		5100												-	-	-	-	-	-	-	-	-	-	-	5	5	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf
Flying Bonus Box		3100												5	5	5	5	5	5	5	5	5	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf
Heavy Axe		1700												5	5	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf
Crushing Axe		2100												-	5	5	5	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf
Silver Axe		1800												-	2	2	2	2	2	2	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf
Golden Axe		2400												-	3	3	3	3	3	3	3	3	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf
Mad Cerberus		5800												-	-	-	-	-	-	-	-	2	2	2	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf
Brave Spirit		5100												-	-	-	-	-	-	-	-	-	-	5	5	5	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf
Heavy Vulcan		1800												5	5	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf
Guardian Zero-G		2700												CS	4	4	4	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf
Kaiser Legion		5500												-	-	-	-	-	-	-	5	5	5	5	5	5	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf
Excelon Shard		5000												10	10	10	10	10	10	10	10	10	10	15	15	15	15	15	20	30	30	30	30	30	

MODANT PLANET: VEDAN NEAREST TRANSPORTER: MYNA - OBSERVATION DECK (DAYTRON VIEW)

	Plat	Price	1A	1B	2	3A	3B	3C	4A	4B	5A	5B	5C	6A	6B	6C	7	8A	8B	8C	8D	8E	8F	9A	9B	9C	10A	10B	11	12A	12B	12C	13A	13B	
Heal Potion		50												Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf
Max Heal		150												5	5	5	5	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf
Recharge Drink		70												Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf
Tri-Charge		120												5	5	5	5	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf
Resurrection		200												Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf
Attack Seal	x	300												4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	Inf	Inf
Guard Seal	x	300												4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	Inf
Stealth Pills		200												5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	Inf
Antidote		100												Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf
Energy Charger	x	200												2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	Inf
Military-Grade Battery		200												2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	Inf
Walkie-Talkie		200												2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	Inf
Plasma Burst Circuit		600												-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	2	2	2	2	2	Inf	
Lunar Ribbon		200												-	-	-	-	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	Inf

SHOP DATA

CORBIS

PLANET: VEDAN NEAREST TRANSPORTER: MYNA - NEAR ITEM SHOP CORBIS

	Plat	Price	1A	1B	2	3A	3B	3C	4A	4B	5A	5B	5C	6A	6B	6C	7	8A	8B	8C	8D	8E	8F	9A	9B	9C	10A	10B	11	12A	12B	12C	13A	13B	
Heal Potion		50												Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	
Tri-Heal		80												Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	
Tri-Charge		120												10	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	
Elixir		250												5	5	5	5	15	15	15	15	15	15	15	15	15	15	15	15	15	15	15	15	Inf	Inf
Tri-Elixir		350												5	5	5	5	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10	Inf	Inf
Resurrection		200												Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	
Divine Healing		200												Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	
Unconscious Guard		700												1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	Inf	Inf
Mind Guard		700												1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	Inf	Inf
Freeze Guard		700												1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	Inf	Inf
Daze Guard		700												1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	Inf	Inf
Shock Guard		700												1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	Inf	Inf
Poison Guard		700												1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	Inf	Inf
Flame Guard		700												1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	Inf	Inf
Trap Cancellor	x	1000												6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	Inf	Inf
Super CPU		550												3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	Inf	Inf
Conductive Liqui-Metal		550												-	-	-	-	-	-	-	-	-	-	-	-	-	15	15	15	15	15	15	15	Inf	Inf
Lubricant	x	200												2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	Inf	Inf
Ancient Scroll I		3000												4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4
Hand-Knit Sweater	x	10000												-	-	-	-	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	
Maid Robot Betty		-												SO	SO	SO	SO	SO	SO	SO	SO	SO	SO	SO	SO	SO	SO	SO	SO	SO	SO	SO	SO	SO	
The Annals of Hades	x	6000												-	-	-	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	
Mine ID Card		1500												1	SO	SO	SO	SO	SO	SO	SO	SO	SO	SO	SO	SO	SO	SO	SO	SO	SO	SO	SO	SO	

JAGLEY

PLANET: VEDAN NEAREST TRANSPORTER: ROCKBELTER MINE - 2ND STRATA

	Plat	Price	1A	1B	2	3A	3B	3C	4A	4B	5A	5B	5C	6A	6B	6C	7	8A	8B	8C	8D	8E	8F	9A	9B	9C	10A	10B	11	12A	12B	12C	13A	13B	
Heal Potion		50												Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	
Tri-Heal		80												10	10	10	10	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	
Resurrection		200												Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	
Divine Healing		200												4	4	4	4	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf
Diamond		400												5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	Inf	Inf
Ruby		400												5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	Inf	Inf
Lapis Lazuli		400												5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	Inf	Inf
Firestone		600												-	-	-	-	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	Inf	Inf
Dark Onyx		600												-	-	-	-	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	Inf	Inf
Nebula Opal		650												-	-	-	-	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	Inf	Inf
Seventhmoon		650												-	-	-	-	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	Inf	Inf
Stella Crystal	x	700												-	-	-	-	-	-	-	-	-	-	1	1	1	1	1	1	1	1	1	1	Inf	Inf
Edensia	x	900												-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	1	1	1	1	Inf	Inf	
Hyper Crystal		2800												5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5

BRUNO

PLANET: VEDAN NEAREST TRANSPORTER: CANCER KING'S RUINS - ORPHAN'S HIDEOUT

	Plat	Price	1A	1B	2	3A	3B	3C	4A	4B	5A	5B	5C	6A	6B	6C	7	8A	8B	8C	8D	8E	8F	9A	9B	9C	10A	10B	11	12A	12B	12C	13A	13B	
Heal Potion		50																Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	
Max Heal		150																Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	
Recharge Drink		70																Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	
Tri-Charge		120																Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	
Resurrection		200																Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	
Relaxing Aroma		100																Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	
Stamina Extract		100																Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	
Retro Boombox		200																2	2	2	2	2	2	4	4	4	4	4	4	4	4	4	4	Inf	Inf
Hyper-Gravity Sensor x		520																2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	Inf	Inf
Izerium		260																4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	Inf	Inf

OFFICIAL ROGUE GALAXY

STRATEGY GUIDE



PUCCILE PLANET: VEDAN NEAREST TRANSPORTER: CANCER KING'S RUINS - AREA 3: FORK

	Plat	Price	1A	1B	2	3A	3B	3C	4A	4B	5A	5B	5C	6A	6B	6C	7	8A	8B	8C	8D	8E	8F	9A	9B	9C	10A	10B	11	12A	12B	12C	13A	13B
Heal Potion		50																Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf
Perfect Heal		300																20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	Inf	Inf
Tri-Charge		120																Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf
Elixir		250																10	10	10	10	10	10	10	10	10	10	10	10	10	10	10	Inf	Inf
Resurrection		200																Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf
Divine Healing		200																Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf
Paralyze Guard		700																2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	Inf	Inf
Pressure Pump		200																5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	Inf	Inf
Biomemory	x	270																2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	Inf	Inf
Chaos Chip		300																2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	Inf	Inf
Iron Cube		150																Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf
Iron Board		150																Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf
Carbon Alloy		180																4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	Inf	Inf
Mellow Banana		150																10	10	10	10	10	10	10	10	10	10	10	10	10	10	10	Inf	Inf

MACROS PLANET: ALISTIA NEAREST TRANSPORTER: LAPATIA VILLAGE - LAPATIA VILLAGE

	Plat	Price	1A	1B	2	3A	3B	3C	4A	4B	5A	5B	5C	6A	6B	6C	7	8A	8B	8C	8D	8E	8F	9A	9B	9C	10A	10B	11	12A	12B	12C	13A	13B
Heal Potion		50																			Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf
Tri-Heal		80																			Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf
Max Heal		150																			Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf
Perfect Heal		300																			20	20	20	20	20	20	20	20	20	20	20	20	Inf	Inf
Recharge Drink		70																			Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf
Tri-Charge		120																			Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf
Hot Breath		100																			Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf
Stamina Extract		100																			Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf
Paralysis Cure		100																			Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf
Flame Shield		500																			2	2	2	2	2	2	2	2	2	2	2	2	Inf	Inf
Ice Shield		500																			2	2	2	2	2	2	2	2	2	2	2	2	Inf	Inf
Storm Shield		1800																			2	2	2	2	2	2	2	2	2	2	2	2	Inf	Inf
Deep Slashers		1200																			Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf
Rune Breakers		6400																			5	5	5	5	5	5	5	5	5	5	5	5	Inf	Inf
Satellite HG-EX		1000																			Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf
Genocide Beams		2300																			Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf
Cool Mist Shower		1800																			Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf
Cloudsplitter		6800																			3	3	3	3	3	3	3	3	3	3	3	3	Inf	Inf
Vortex Star		1500																			Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf
Bolt Deux		1100																			Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf
Mother Ocean Bow		2100																			Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf
Hermit's Hatchet		2500																			Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf
Shark Hatchet		2400																			Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf
Babylon's Hatchet		4600																			5	5	5	5	5	5	5	5	5	5	5	5	Inf	Inf
Martial Spirit		3200																			Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf
Driving Spear		2900																			Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf
Soaring Pleasure		4100																			Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf
Blaze Bonus Max		3700																			Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf
Ex-Soldier		3200																			Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf
Knight's Silver		2800																			Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf
Heavy Slugger		2900																			Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf
Guardian Triple-S		3300																			Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf
Punishing Xanadu		5300																			5	5	5	5	5	5	5	5	5	5	5	5	Inf	Inf

BOTTO PLANET: ALISTIA NEAREST TRANSPORTER: NALVASA SEAWAY - BEGINNING

	Plat	Price	1A	1B	2	3A	3B	3C	4A	4B	5A	5B	5C	6A	6B	6C	7	8A	8B	8C	8D	8E	8F	9A	9B	9C	10A	10B	11	12A	12B	12C	13A	13B		
Heal Potion		50																			Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf		
Tri-Heal		80																			Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf		
Recharge Drink		70																			Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf		
Elixir		250																			15	15	15	15	15	15	15	15	15	15	15	15	15	Inf	Inf	
Resurrection		200																			Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	
Tri-Resurrection		500																			10	10	10	10	10	10	10	10	10	10	10	10	10	Inf	Inf	
Electroless		100																			Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	
Stealth Pills		200																			5	5	5	5	5	5	5	5	5	5	5	5	5	Inf	Inf	
Depth Chargers		6300																			5	5	5	5	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	
Big Hawk		2400																			Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf	
Stellar Dream Bow		4900																			CS	CS	CS	CS	3	3	3	3	Inf	Inf	Inf	Inf	Inf	Inf	Inf	Inf

SHOP DATA

NARCISSUS PLANET: MARIGLENN NEAREST TRANSPORTER: QUEEN'S PALACE - DEPOT

Plat	Price	1A	1B	2	3A	3B	3C	4A	4B	5A	5B	5C	6A	6B	6C	7	8A	8B	8C	8D	8E	8F	9A	9B	9C	10A	10B	11	12A	12B	12C	13A	13B
Adamon Raiser	10000																											Inf	Inf	Inf	Inf	Inf	Inf
Judgment Halo	6900																											2	2	Inf	Inf	Inf	Inf
Enamel Roses	8500																											2	Inf	Inf	Inf	Inf	Inf
Nebula Arms	8700																											5	5	5	5	Inf	Inf
Dread Dominion	11000																											3	3	3	3	Inf	Inf
Weeping Nemesis	12000																											Inf	Inf	Inf	Inf	Inf	Inf
Leopard Aim	8400																											5	1	1	Inf	Inf	Inf
Heavenly Vision	8700																											3	3	Inf	Inf	Inf	Inf
Arachnitengu	11000																											5	5	Inf	Inf	Inf	Inf
Moonbeam Bow	12000																											Inf	1	1	1	Inf	Inf
Total Genius	8900																											3	3	Inf	Inf	Inf	Inf
Galactic Buster	6900																											3	Inf	Inf	Inf	Inf	Inf
Ancient Scroll III	7500																											4	4	4	4	4	4
Swordsman's Gi	x 10000																											1	1	1	1	1	1

FERRIS PLANET: MARIGLENN NEAREST TRANSPORTER: QUEEN'S PALACE - QUEEN'S CHAMBER

Plat	Price	1A	1B	2	3A	3B	3C	4A	4B	5A	5B	5C	6A	6B	6C	7	8A	8B	8C	8D	8E	8F	9A	9B	9C	10A	10B	11	12A	12B	12C	13A	13B
Heal Potion	50																											Inf	Inf	Inf	Inf	Inf	Inf
Max Heal	150																											Inf	Inf	Inf	Inf	Inf	Inf
Tri-Heal	80																											Inf	Inf	Inf	Inf	Inf	Inf
Perfect Heal	300																											15	15	15	15	Inf	Inf
Recharge Drink	70																											Inf	Inf	Inf	Inf	Inf	Inf
Tri-Charge	120																											Inf	Inf	Inf	Inf	Inf	Inf
Resurrection	200																											Inf	Inf	Inf	Inf	Inf	Inf
Tri-Resurrection	500																											5	10	10	10	Inf	Inf
Relaxing Aroma	100																											Inf	Inf	Inf	Inf	Inf	Inf
Hot Breath	100																											Inf	Inf	Inf	Inf	Inf	Inf
Antidote	100																											Inf	Inf	Inf	Inf	Inf	Inf
Unconscious Guard	700																											2	2	2	2	Inf	Inf
Poison Guard	700																											2	2	2	2	Inf	Inf
Flame Guard	700																											2	2	2	2	Inf	Inf
Stealth Pills	200																											10	10	10	10	Inf	Inf
Conductive Liqui-Metal	550																											5	5	5	5	Inf	Inf
Chameleon Particulate	650																											3	3	3	3	Inf	Inf
Biofeedback Circuit	650																											2	2	2	2	Inf	Inf
Edensia	900																											1	1	1	1	Inf	Inf
Trumpet of Glory	200																											2	2	2	2	Inf	Inf

TECHITON PLANET: MARIGLENN NEAREST TRANSPORTER: TI'ATHA FOREST - MIDPOINT

Plat	Price	1A	1B	2	3A	3B	3C	4A	4B	5A	5B	5C	6A	6B	6C	7	8A	8B	8C	8D	8E	8F	9A	9B	9C	10A	10B	11	12A	12B	12C	13A	13B
Heal Potion	50																											Inf	Inf	Inf	Inf	Inf	Inf
Max Heal	150																											Inf	Inf	Inf	Inf	Inf	Inf
Elixir	250																											10	15	15	15	Inf	Inf
Resurrection	200																											Inf	Inf	Inf	Inf	Inf	Inf
Prominence Shield	500																											1	1	1	1	Inf	Inf
Blizzard Shield	1000																											1	1	1	1	Inf	Inf
Plasma Shield	1000																											1	1	1	1	Inf	Inf
Typhoon Shield	1800																											1	1	1	1	Inf	Inf
Deus Shield	1800																											1	1	1	1	Inf	Inf
Stealth Guard	700																											2	2	2	2	Inf	Inf
Divine Blessing	300																											5	5	5	5	Inf	Inf
Mirror Unit	200																											5	5	5	5	Inf	Inf
Rose of Passion	200																											2	2	2	2	Inf	Inf
Dreamflower Ash	150																											1	1	1	1	Inf	Inf
Dream Mushroom	400																											1	1	1	1	Inf	Inf
Smoked Rainbow Newt	180																											1	1	1	1	Inf	Inf
Trumpet of Glory	200																											2	2	2	2	Inf	Inf



FRANTAN

PLANET: MARIGLENN NEAREST TRANSPORTER: GULZA SANCTUARY - PLAZA

Plat	Price	1A	1B	2	3A	3B	3C	4A	4B	5A	5B	5C	6A	6B	6C	7	8A	8B	8C	8D	8E	8F	9A	9B	9C	10A	10B	11	12A	12B	12C	13A	13B
Heal Potion	50																												Inf	Inf	Inf	Inf	Inf
Max Heal	150																												Inf	Inf	Inf	Inf	Inf
Tri-Heal	80																												Inf	Inf	Inf	Inf	Inf
Perfect Heal	300																												15	15	15	Inf	Inf
Resurrection	200																												Inf	Inf	Inf	Inf	Inf
Divine Healing	200																												Inf	Inf	Inf	Inf	Inf
Wake-Up Drops	100																												Inf	Inf	Inf	Inf	Inf
Relaxing Aroma	100																												Inf	Inf	Inf	Inf	Inf
CO2 Powder	100																												Inf	Inf	Inf	Inf	Inf
Medusa's Locks	x 150																												2	2	2	Inf	Inf
Mirror Unit	200																												5	5	5	Inf	Inf
Cyclonic Pump	200																												2	2	2	Inf	Inf
Beast King Hatchet	11000																												3	3	3	Inf	Inf

CHARLES

PLANET: MARIGLENN NEAREST TRANSPORTER: MOTHER'S LAIR - MIDPOINT

Plat	Price	1A	1B	2	3A	3B	3C	4A	4B	5A	5B	5C	6A	6B	6C	7	8A	8B	8C	8D	8E	8F	9A	9B	9C	10A	10B	11	12A	12B	12C	13A	13B
Heal Potion	50																															Inf	Inf
Tri-Charge	120																															Inf	Inf
Elixir	250																															Inf	Inf
Resurrection	200																															Inf	Inf
Perfect Reviver	800																															Inf	Inf
Guardian Sphere	250																															Inf	Inf
Snow Crest	150																															Inf	Inf
Freeze Guard	x 700																															Inf	Inf
Shock Guard	x 700																															Inf	Inf
Spirit Bell	200																															Inf	Inf
Murderous Arms	10000																															Inf	Inf
Sunbringer Bow	11000																															Inf	Inf
Heavenly Oratorio	12000																															Inf	Inf
Thrilling UFO Set	11000																															Inf	Inf
Grandius	6900																															Inf	Inf

SHANDEERA

PLANET: GHOST SHIP NEAREST TRANSPORTER: GHOST SHIP - NEAR HALL 1

Plat	Price	1A	1B	2	3A	3B	3C	4A	4B	5A	5B	5C	6A	6B	6C	7	8A	8B	8C	8D	8E	8F	9A	9B	9C	10A	10B	11	12A	12B	12C	13A	13B
Heal Potion	50																															Inf	Inf
Tri-Heal	80																															Inf	Inf
Tri-Charge	120																															Inf	Inf
Elixir	250																															Inf	Inf
Tri-Elixir	350																															Inf	Inf
Resurrection	200																															Inf	Inf
Tri-Resurrection	500																															Inf	Inf
Flame God's Stone	150																															2	2
Absolute Zero Stone	150																															2	2
Thunder Stone	150																															2	2
Yago Milk	150																															Inf	Inf
Ultraspy Pepper	180																															Inf	Inf

GARAMOND

PLANET: GHOST SHIP NEAREST TRANSPORTER: GHOST SHIP - NEAR HALL 4

Plat	Price	1A	1B	2	3A	3B	3C	4A	4B	5A	5B	5C	6A	6B	6C	7	8A	8B	8C	8D	8E	8F	9A	9B	9C	10A	10B	11	12A	12B	12C	13A	13B
Heal Potion	50																															Inf	Inf
Max Heal	150																															Inf	Inf
Tri-Heal	80																															Inf	Inf
Perfect Heal	300																															Inf	Inf
Resurrection	200																															Inf	Inf
Tri-Resurrection	500																															Inf	Inf
Antidote	100																															Inf	Inf

SHOP DATA

CHARLOTTE

PLANET: GHOST SHIP NEAREST TRANSPORTER: GHOST SHIP - NEAR THE TREASURE TROVE

	Plat	Price	1A	1B	2	3A	3B	3C	4A	4B	5A	5B	5C	6A	6B	6C	7	8A	8B	8C	8D	8E	8F	9A	9B	9C	10A	10B	11	12A	12B	12C	13A	13B
Heal Potion		50																																Inf
Max Heal		150																																Inf
Recharge Drink		70																																Inf
Tri-Charge		120																																Inf
Elixir		250																																Inf
Resurrection		200																																Inf
Tri-Resurrection		500																																Inf
Izerium		260																																Inf
Smoked Rainbow Newt		180																																Inf
Mellow Banana		150																																Inf
Primeval Beef		280																																Inf

MORISH

PLANET: GHOST SHIP: EXTREME NEAREST TRANSPORTER: MYSTERIOUS GHOST SHIP 30F

	Plat	Price	1A	1B	2	3A	3B	3C	4A	4B	5A	5B	5C	6A	6B	6C	7	8A	8B	8C	8D	8E	8F	9A	9B	9C	10A	10B	11	12A	12B	12C	13A	13B
Heal Potion		50																																Inf
Max Heal		150																																Inf
Tri-Heal		80																																Inf
Recharge Drink		70																																Inf
Tri-Charge		120																																Inf
Resurrection		200																																Inf
Divine Healing		200																																Inf
Strength Star		250																																Inf
Guardian Sphere		250																																Inf
Ruby		400																																Inf

POTATON

PLANET: GHOST SHIP: EXTREME NEAREST TRANSPORTER: MYSTERIOUS GHOST SHIP 60F

	Plat	Price	1A	1B	2	3A	3B	3C	4A	4B	5A	5B	5C	6A	6B	6C	7	8A	8B	8C	8D	8E	8F	9A	9B	9C	10A	10B	11	12A	12B	12C	13A	13B
Heal Potion		50																																Inf
Max Heal		150																																Inf
Perfect Heal		300																																Inf
Recharge Drink		70																																Inf
Tri-Charge		120																																Inf
Elixir		250																																Inf
Resurrection		200																																Inf
Tri-Resurrection		500																																Inf
Pirate's Grog		250																																Inf

PATAACK

PLANET: GHOST SHIP: EXTREME NEAREST TRANSPORTER: MYSTERIOUS GHOST SHIP 90F

	Plat	Price	1A	1B	2	3A	3B	3C	4A	4B	5A	5B	5C	6A	6B	6C	7	8A	8B	8C	8D	8E	8F	9A	9B	9C	10A	10B	11	12A	12B	12C	13A	13B
Heal Potion		50																																Inf
Max Heal		150																																Inf
Tri-Heal		80																																Inf
Recharge Drink		70																																Inf
Elixir		250																																Inf
Resurrection		200																																Inf
Tri-Resurrection		500																																Inf
Divine Healing		200																																Inf
Brave Symbol		250																																Inf
Stella Crystal		600																																Inf







WEAPONS








WEAPON LEGEND

Price	Buy/sell price, note that prices are given for all weapons but not all can be purchased
Level	Minimum level needed to equip the weapon
Attack	Basic attack power
Elemental Attack Power	Gives elemental affinities to your attacks






JASTER'S MAIN WEAPONS

Weapon Name		Price		Stats		Element Attack Power					
		Buy	Sell	LVL	ATK		Fire	Ice	Elec	Wind	Holy
	PLAIN EDGE	150	15	1	20	Starting Max	16 50	5 20	5 22	9 30	2 8
	GRAND EDGE	230	23	1	25	Starting Max	20 65	8 25	7 27	12 35	2 8
	WILD EDGE	540	54	2	30	Starting Max	24 80	9 30	8 33	12 40	4 12
	STAR EDGE	1100	110	4	41	Starting Max	26 95	11 35	11 39	15 50	4 16
	STAR EDGE+	1100	110	4	48	Starting Max	26 99	11 42	11 46	15 58	4 23






Description - A common long sword that's both lightweight and easy to use. A mainstay among Rosan hunters.

Weapon Name		Price		Stats		Element Attack Power					
		Buy	Sell	LVL	ATK		Fire	Ice	Elec	Wind	Holy
	ROCK CRUSHER	170	17	3	36	Starting Max	15 50	5 17	8 30	7 23	3 10
	RIDGE CRUSHER	460	46	5	47	Starting Max	21 65	6 20	10 35	8 30	3 10
	VOLCANO CRUSHER	640	64	5	52	Starting Max	25 80	8 25	10 40	10 35	4 15
	GAEA CRUSHER	2600	260	8	63	Starting Max	32 95	7 30	16 50	10 40	5 20
	GAEA CRUSHER+	2600	260	8	71	Starting Max	32 99	7 37	16 58	10 47	5 27






Description - A highly destructive sword that can smash through even the hardest-bodied beasts.

Weapon Name		Price		Stats		Element Attack Power					
		Buy	Sell	LVL	ATK		Fire	Ice	Elec	Wind	Holy
	SHINING HORN	350	35	6	58	Starting Max	4 15	7 30	6 20	2 10	16 55
	SHINING SPINE	420	42	9	69	Starting Max	6 20	10 35	8 25	2 10	19 70
	SHINING BLAZON	910	91	11	74	Starting Max	7 25	12 40	8 30	5 15	22 85
	SHINING BRAVO	5100	510	13	85	Starting Max	8 33	14 50	10 35	4 18	26 99
	SHINING BRAVO+	5100	510	13	93	Starting Max	8 40	14 58	10 42	4 25	26 99






Description - A beautiful sword that emits a dazzling light. Its radiance outshines even diamonds.

Weapon Name		Price		Stats		Element Attack Power					
		Buy	Sell	LVL	ATK		Fire	Ice	Elec	Wind	Holy
	RISING SUN	540	54	12	80	Starting Max	13 53	2 7	8 30	6 20	13 50
	RISING SOUL	770	77	13	91	Starting Max	17 68	2 8	8 35	6 24	18 65
	CRIMSON FEVER	1200	120	14	96	Starting Max	28 83	4 14	12 40	9 28	26 80
	SOLAR SWORD	4500	450	16	107	Starting Max	29 97	5 21	14 50	10 32	24 95
	SOLAR SWORD+	4500	450	16	116	Starting Max	29 99	5 28	14 58	10 39	24 99

Description - A sword charged with the power of the scorching sun. Its blade is burning hot.


Weapon Name		Price		Stats		Element Attack Power					
		Buy	Sell	LVL	ATK		Fire	Ice	Elec	Wind	Holy
	METAL BREAKER	840	84	15	102	Starting Max	4 17	14 47	17 58	8 30	2 8
	CORE BREAKER	1000	100	18	113	Starting Max	5 22	21 63	18 70	12 35	3 10
	FULL BREAKER	1800	180	18	118	Starting Max	8 28	19 78	25 86	11 40	3 13
	SPARO BREAKER	3200	320	20	129	Starting Max	9 35	28 93	28 99	13 50	5 18
	SPARO BREAKER+	3200	320	20	138	Starting Max	9 42	28 99	28 99	13 58	5 25

Description - A sword charged with powerful electromagnetic waves that excels against robots and weapons.






Weapon Name		Price		Stats		Element Attack Power					
		Buy	Sell	LVL	ATK		Fire	Ice	Elec	Wind	Holy
	MURAKUMO TYPE-O	1100	110	19	124	Starting Max	3 10	14 53	4 17	9 27	13 53
	MURAKUMO TYPE-X	3500	350	22	135	Starting Max	3 10	21 67	5 23	9 35	19 65
	MURAKUMO TYPE-S	5400	540	22	140	Starting Max	4 15	25 85	9 28	11 40	19 77
	MURAKUMO TYPE-EX	9100	910	25	151	Starting Max	5 20	28 98	8 33	16 50	32 94
	MURAKUMO TYPE-EX+	9100	910	25	161	Starting Max	5 27	28 99	8 40	16 58	32 99

Description - A storied blade imbued with the sorrow of a legendary swordsmith.






WEAPON DATA

Weapon Name		Price		Stats		Element Attack Power					
		Buy	Sell	LVL	ATK		Fire	Ice	Elec	Wind	Holy
	ALEXANDER	1500	150	23	146	Starting Max	12 38	6 20	15 52	8 30	14 50
	ALEX IMPULSE	2200	220	25	157	Starting Max	11 45	8 28	22 69	8 31	19 67
	ALEX DECIDER	4500	450	26	162	Starting Max	14 48	12 37	26 83	14 42	25 85
	OLYMPIAS	10000	1000	28	173	Starting Max	20 66	14 45	27 96	15 50	30 98
	OLYMPIAS+	10000	1000	28	183	Starting Max	20 74	14 52	27 99	15 58	30 99






Description - A powerful sword draped in royal grandeur. Houses intense lightning power.

Weapon Name		Price		Stats		Element Attack Power					
		Buy	Sell	LVL	ATK		Fire	Ice	Elec	Wind	Holy
	BLIZZARD EDGE	2000	200	28	168	Starting Max	4 13	20 60	14 47	12 40	8 30
	GLACIER EDGE	4300	430	29	179	Starting Max	6 26	22 72	21 62	13 45	12 35
	ICICLE EDGE	6100	610	31	186	Starting Max	10 32	24 87	21 76	13 50	12 45
	DIAMOND FREEZER	12100	1210	32	195	Starting Max	11 40	31 99	25 96	22 70	12 50
	DIAMOND FREEZER+	12100	1210	32	206	Starting Max	11 47	31 99	25 99	22 78	12 58






Description - A sword imbued with cold. Its afterimage transforms into frozen blades.

Weapon Name		Price		Stats		Element Attack Power					
		Buy	Sell	LVL	ATK		Fire	Ice	Elec	Wind	Holy
	SABA LUGA	2600	260	31	190	Starting Max	9 32	14 50	4 16	13 52	12 40
	SABA GARUDA	3200	320	33	201	Starting Max	11 37	20 65	6 26	21 67	15 45
	DOM ZOLGA	8300	830	35	209	Starting Max	14 44	25 82	10 34	26 82	14 48
	ZELEGA ZENEGA	13600	1360	37	217	Starting Max	16 52	26 95	12 42	32 98	18 68
	ZELEGA ZENEGA+	13600	1360	37	229	Starting Max	16 60	26 99	12 49	32 99	18 76






Description - A sword once carried by a Juraian hero. Its blade is considerably thick and heavy.

Weapon Name		Price		Stats		Element Attack Power					
		Buy	Sell	LVL	ATK		Fire	Ice	Elec	Wind	Holy
	PHANTOM SLAYER	3500	350	36	212	Starting Max	8 28	18 60	12 49	4 18	21 65
	SPIRIT CALIBUR	4500	450	38	223	Starting Max	10 31	20 75	18 62	9 33	22 79
	ARC CALIBUR	12600	1260	39	231	Starting Max	11 40	27 90	22 80	13 42	27 93
	GRAND CALIBUR	14200	1420	41	239	Starting Max	17 56	29 99	23 92	16 52	24 99
	GRAND CALIBUR+	14200	1420	41	251	Starting Max	17 64	29 99	23 99	16 60	24 99






Description - A sword imbued with spiritual energy that has traversed the world for ages.

Weapon Name		Price		Stats		Element Attack Power					
		Buy	Sell	LVL	ATK		Fire	Ice	Elec	Wind	Holy
	GUSTBRINGER	4500	450	40	234	Starting Max	4 16	16 60	13 46	21 68	8 30
	GUSTRAISER	5700	570	41	245	Starting Max	9 29	19 75	20 62	21 79	9 35
	GALEBLAZER	11000	1100	42	253	Starting Max	12 42	26 90	24 74	25 92	14 47
	GUNDARION	14700	1470	44	261	Starting Max	14 50	32 99	25 90	31 99	18 60
	GUNDARION+	14700	1470	44	274	Starting Max	14 58	32 99	25 98	31 99	18 68





Description - A sword whose jagged blade can invoke the wind and call forth a swirling blast.

Weapon Name		Price		Stats		Element Attack Power					
		Buy	Sell	LVL	ATK		Fire	Ice	Elec	Wind	Holy
	DEMON ROUSER	6400	640	43	256	Starting Max	14 57	6 22	18 63	14 43	24 75
	DEMON MEDIUM	7500	750	44	267	Starting Max	22 73	9 31	19 75	18 58	25 83
	ADAMON RAISER	10000	1000	45	276	Starting Max	24 90	12 42	24 50	21 74	27 94
	LUCIFER'S ADAMON	15300	1530	46	283	Starting Max	30 99	21 65	27 99	26 90	28 99
	LUCIFER'S ADAMON+	15300	1530	46	296	Starting Max	30 99	21 73	27 99	26 98	28 99

Description - An evil sword that attracts demons. Its wielder must be righteous and pure of heart.

Weapon Name		Price		Stats		Element Attack Power					
		Buy	Sell	LVL	ATK		Fire	Ice	Elec	Wind	Holy
	JUDGMENT HALO	7500	750	46	278	Starting Max	9 38	18 62	18 58	8 25	25 77
	DAZZLING HALO	11000	1100	46	289	Starting Max	14 52	21 79	20 71	9 30	27 88
	MAJESTIC HALO	14700	1470	47	298	Starting Max	20 61	26 93	25 87	18 55	23 94
	ABSOLUTION HALO	18700	1870	48	300	Starting Max	20 81	28 99	29 96	24 77	27 99
	ABSOLUTION HALO+	18700	1870	48	314	Starting Max	20 89	28 99	29 99	24 85	27 99

Description - A sword of judgment said to have been used by the ancient gods of battle.

Weapon Name		Price		Stats		Element Attack Power					
		Buy	Sell	LVL	ATK		Fire	Ice	Elec	Wind	Holy
	LIBRA KING'S SWORD	3900	390	30	196	Starting Max	17 50	4 14	17 65	8 28	21 63
	LIBRA KING'S PRIDE	5100	510	33	216	Starting Max	19 65	6 26	21 79	9 32	25 78
	LIBRA KING'S FURY	6400	640	36	235	Starting Max	27 80	12 38	25 92	13 45	26 90
	RULER'S HORN	12100	1210	40	270	Starting Max	29 92	14 48	28 99	15 60	29 99

Description - A ferocious sword received from the Libra King, ancient ruler of planet Zerard.



JASTER'S MAIN WEAPONS (CONT.)

Weapon Name	Price		Stats		Element Attack Power					
	Buy	Sell	LVL	ATK		Fire	Ice	Elec	Wind	Holy
DESERT SEEKER	170	17	3	35	Starting Max	20 65	5 20	2 10	10 30	17 65
DESERT SEEKER II	500	50	11	84	Starting Max	22 75	8 25	3 10	10 35	22 75
DESERT SEEKER III	1600	160	21	177	Starting Max	22 85	9 30	4 15	11 40	28 85
EARTHSHAKER	13100	1310	40	373	Starting Max	27 99	10 35	5 20	16 50	28 99

Description - A beautiful sword acquired from the hooded man. Only the chosen can unleash its true power.

Weapon Name	Price		Stats		Element Attack Power					
	Buy	Sell	LVL	ATK		Fire	Ice	Elec	Wind	Holy
PRIDE OF KINGS	590	59	12	93	Starting Max	5 20	2 10	17 65	8 30	19 65
PRIDE OF KINGS II	2000	200	22	162	Starting Max	7 25	3 10	22 75	9 35	23 75
PRIDE OF KINGS III	5400	540	31	221	Starting Max	10 30	5 15	29 85	13 40	27 85
KINGDOM MASTER	13600	1360	41	353	Starting Max	11 35	5 20	33 99	14 50	29 99

Description - One of the galaxy's legendary Seven-Star Swords. A blade of light steeped in regal presence.

Weapon Name	Price		Stats		Element Attack Power					
	Buy	Sell	LVL	ATK		Fire	Ice	Elec	Wind	Holy
DUKE NIGHTMARE	700	70	14	103	Starting Max	6 20	9 30	2 10	16 65	17 65
DUKE NIGHTMARE II	2400	240	24	172	Starting Max	6 25	9 35	2 10	24 75	24 75
DUKE NIGHTMARE III	6100	610	32	231	Starting Max	8 30	12 40	4 15	25 85	29 85
DARK CLOUD	14200	1420	42	358	Starting Max	9 35	13 50	5 20	33 99	32 99

Description - One of the galaxy's legendary Seven-Star Swords. A blade of darkness that consumes the light.

Weapon Name	Price		Stats		Element Attack Power					
	Buy	Sell	LVL	ATK		Fire	Ice	Elec	Wind	Holy
GREAT CAESAR	840	84	15	113	Starting Max	20 65	3 10	5 20	8 30	19 65
GREAT CAESAR II	2900	290	25	182	Starting Max	21 75	3 10	6 25	9 35	22 75
GREAT CAESAR III	6800	680	34	240	Starting Max	24 85	4 15	8 30	11 40	28 85
BABYLON REBORN	14700	1470	43	363	Starting Max	29 99	6 20	9 35	16 50	32 99

Description - One of the galaxy's legendary Seven-Star Swords. A blade of power surrounded by a mighty aura.

Weapon Name	Price		Stats		Element Attack Power					
	Buy	Sell	LVL	ATK		Fire	Ice	Elec	Wind	Holy
COSMOLORE	990	99	17	123	Starting Max	2 10	16 65	7 30	5 20	16 65
COSMOLORE II	3500	350	27	191	Starting Max	2 10	23 75	11 35	7 25	22 75
COSMOLORE III	8300	830	36	250	Starting Max	4 15	23 85	12 40	10 30	23 85
RAGNAROK	15300	1530	44	368	Starting Max	5 20	33 99	13 50	11 35	34 99

Description - One of the galaxy's legendary Seven-Star Swords. Its radiant blade bears the dreams of the galaxy.

Weapon Name	Price		Stats		Element Attack Power					
	Buy	Sell	LVL	ATK		Fire	Ice	Elec	Wind	Holy
IXION	1100	110	18	133	Starting Max	2 10	9 30	6 20	22 65	19 65
IXION II	4300	430	29	201	Starting Max	3 10	10 35	8 25	23 75	21 75
IXION III	10000	1000	37	260	Starting Max	4 15	13 40	8 30	28 85	24 85
GUARD AXIS	15900	1590	45	373	Starting Max	5 20	17 50	12 35	29 99	26 99

Description - One of the galaxy's legendary Seven-Star Swords. Its sorrowful blade bears the sins of the galaxy.

Weapon Name	Price		Stats		Element Attack Power					
	Buy	Sell	LVL	ATK		Fire	Ice	Elec	Wind	Holy
PEGASUS LORD	1400	140	19	142	Starting Max	7 30	2 10	6 20	19 65	17 65
PEGASUS LORD II	4800	480	31	211	Starting Max	9 35	2 10	8 25	21 75	26 75
PEGASUS LORD III	12100	1210	38	270	Starting Max	11 40	3 15	8 30	23 85	26 85
GRYPHON LORD	16600	1660	46	377	Starting Max	15 50	5 20	9 35	26 99	31 99

Description - One of the galaxy's legendary Seven-Star Swords. A blade of space and time that travels the stars.

Weapon Name	Price		Stats		Element Attack Power					
	Buy	Sell	LVL	ATK		Fire	Ice	Elec	Wind	Holy
ZEO SYCHROS	6100	610	44	265	Starting Max	13 50	21 65	14 50	16 65	21 70
ZEO SYCHROS II	9100	910	47	290	Starting Max	19 65	21 80	18 65	24 80	22 80
ZEO SYCHROS III	13100	1310	50	320	Starting Max	25 80	30 90	27 80	27 90	23 85
ZEO SYCHROS X	17300	1730	53	355	Starting Max	31 95	30 95	28 95	27 95	24 95

Description - The physical manifestation of the power of the heart. It is the only hope for defeating Mother.


Weapon Name	Price		Stats		Element Attack Power					
	Buy	Sell	LVL	ATK		Fire	Ice	Elec	Wind	Holy
SWORD OF SIN	11000	1100	49	310	Starting Max	12 40	18 60	13 85	17 60	11 40
DEMON BLADE ASHURA	13600	1360	52	330	Starting Max	28 85	20 75	21 50	23 75	26 85
DEMON BLADE ASHANA	15900	1590	55	350	Starting Max	28 95	25 85	22 75	23 85	26 95
DIABOLOS	17900	1790	58	400	Starting Max	29 99	29 99	28 99	31 99	27 99

Description - A sinister sword occupied by the soul of an ancient demon. Its aura portends ill fortune.

Weapon Name	Price		Stats		Element Attack Power					
	Buy	Sell	LVL	ATK		Fire	Ice	Elec	Wind	Holy
DORGENEDGE	12600	1260	54	370	Starting Max	28 85	5 20	18 60	15 45	5 20
DORGENSABER	14200	1420	56	395	Starting Max	29 90	15 50	21 80	18 60	17 70
DORGENDBREAKER	16600	1660	58	428	Starting Max	30 95	21 70	25 90	27 80	25 80
DORGENCALIBUR	19400	1940	60	500	Starting Max	31 99	30 99	28 99	28 99	27 99






Description - A sword owned and loved by young Dorgengoa. The lines of its blade are truly exquisite.

WEAPON DATA






Weapon Name		Price		Stats		Element Attack Power					
		Buy	Sell	LVL	ATK		Fire	Ice	Elec	Wind	Holy
	MARIGLENN BLADE	0	0	40	500	Starting Max	25 99	26 99	26 99	30 99	27 99

Description - A sword owned and loved by young Dorgengoa. The lines of its blade are truly exquisite.






JASTER'S SUB-WEAPONS

Weapon Name		Price		Stats		Element Attack Power					
		Buy	Sell	LVL	ATK		Fire	Ice	Elec	Wind	Holy
	SLUNGROSSE	150	15	1	20	Starting Max	17 52	5 18	6 22	9 30	2 8
	RUMBLEROSSE	210	21	1	29	Starting Max	20 67	6 23	8 27	9 35	2 8
	GRAVEROSSE	270	27	3	38	Starting Max	26 82	8 28	10 32	11 40	3 13
	BODY ARMS	1100	110	5	56	Starting Max	27 97	8 33	10 37	14 50	5 18
	BODY ARMS+	1100	110	5	64	Starting Max	27 99	8 40	10 44	14 58	5 25






Description - A common handgun often used by Rosan hunters. Its simple design makes it a breeze to wield.

Weapon Name		Price		Stats		Element Attack Power					
		Buy	Sell	LVL	ATK		Fire	Ice	Elec	Wind	Holy
	BURNING BLASTER	230	23	5	47	Starting Max	15 54	3 10	6 18	8 28	6 20
	BURNING BLASTER DX	350	35	8	60	Starting Max	21 69	3 10	5 21	11 35	8 25
	DESTRUCTO BLASTER	540	54	11	74	Starting Max	25 86	4 15	8 26	12 38	9 30
	TYRANT BLASTER	1500	150	13	92	Starting Max	27 99	5 20	7 28	18 53	10 35
	TYRANT BLASTER+	1500	150	13	101	Starting Max	27 99	5 27	7 35	18 61	10 42






Description - A common battle rifle that shoots fire bolts.

Weapon Name		Price		Stats		Element Attack Power					
		Buy	Sell	LVL	ATK		Fire	Ice	Elec	Wind	Holy
	FROST MAGNUM	460	46	13	83	Starting Max	2 8	16 55	15 47	10 30	6 20
	FROST MAGNUM DX	590	59	15	96	Starting Max	2 8	22 72	18 62	11 35	7 23
	BINDING FROST	770	77	18	110	Starting Max	4 14	22 84	21 77	13 40	9 30
	RADICAL FROST	2400	240	20	128	Starting Max	5 19	33 99	28 92	14 50	10 35
	RADICAL FROST+	2400	240	20	137	Starting Max	5 26	33 99	28 99	14 58	10 42






Description - A common battle rifle that shoots freeze bolts.

Weapon Name		Price		Stats		Element Attack Power					
		Buy	Sell	LVL	ATK		Fire	Ice	Elec	Wind	Holy
	KING SHOOTER	700	70	18	119	Starting Max	13 50	4 18	15 54	2 7	9 31
	LORD SHOOTER	910	91	22	137	Starting Max	17 65	7 23	19 68	2 9	10 35
	CALLISTO SHOOTER	2200	220	22	146	Starting Max	22 80	8 28	21 84	4 13	11 40
	APOLLON SHOOTER	3200	320	26	164	Starting Max	27 95	9 34	28 98	4 18	13 50
	APOLLON SHOOTER+	3200	320	26	174	Starting Max	27 99	9 41	28 99	4 25	13 58






Description - A gun that fires powerful, destructive beams. Its limited range makes it ideal for close combat.

Weapon Name		Price		Stats		Element Attack Power					
		Buy	Sell	LVL	ATK		Fire	Ice	Elec	Wind	Holy
	JUSTICE RAY	1200	120	24	155	Starting Max	5 18	10 42	15 48	7 26	19 56
	JUSTICE SLASH	1600	160	28	173	Starting Max	9 28	14 47	20 64	11 32	17 69
	JUSTICE STRIKE	4300	430	29	182	Starting Max	11 38	16 52	21 78	12 43	27 84
	CODE OF JUSTICE	7500	750	31	200	Starting Max	14 43	22 72	24 94	15 47	30 99
	CODE OF JUSTICE+	7500	750	31	211	Starting Max	14 50	22 80	24 99	15 54	30 99






Description - A ray gun with excellent firing range. Erases enemies with its beams of justice.

Weapon Name		Price		Stats		Element Attack Power					
		Buy	Sell	LVL	ATK		Fire	Ice	Elec	Wind	Holy
	CHAOS VULTURE	2600	260	31	191	Starting Max	10 32	15 50	14 53	5 17	10 38
	BLACK OWL	5400	540	33	209	Starting Max	11 37	17 65	19 68	9 27	12 43
	DARK MEGAERA	6400	640	35	218	Starting Max	13 47	22 80	21 83	11 37	13 48
	LORD HADES	11000	1100	39	236	Starting Max	16 52	31 95	30 98	12 42	19 68
	LORD HADES+	11000	1100	39	248	Starting Max	16 60	31 99	30 99	12 49	19 76

Description - A plasma gun housing an evil god of death. The screams of its prey still linger in the air...

Weapon Name		Price		Stats		Element Attack Power					
		Buy	Sell	LVL	ATK		Fire	Ice	Elec	Wind	Holy
	ZENON D	4500	450	37	227	Starting Max	20 66	18 66	9 28	12 48	3 12
	ZENON D+	6800	680	41	245	Starting Max	22 79	19 79	10 33	18 65	7 24
	ZENON DR-3	12600	1260	42	254	Starting Max	23 93	24 93	12 43	24 84	8 32
	ZENON HI-EX	15300	1530	44	272	Starting Max	28 99	32 99	16 62	32 94	13 44
	ZENON HI-EX+	15300	1530	44	285	Starting Max	28 99	32 99	16 70	32 99	13 51

Description - A high-performance handgun in wide use among Draxian military officers.

Weapon Name		Price		Stats		Element Attack Power					
		Buy	Sell	LVL	ATK		Fire	Ice	Elec	Wind	Holy
	ORION	8300	830	43	263	Starting Max	12 47	10 30	15 60	18 56	17 67
	VITA ORION	10000	1000	46	281	Starting Max	16 62	11 34	19 75	20 70	25 79
	PLEIADES	14200	1420	47	290	Starting Max	22 77	14 45	25 90	21 86	24 94
	ARC SCORPION	17300	1730	48	300	Starting Max	28 88	21 70	30 99	27 96	26 99
	ARC SCORPION+	17300	1730	48	314	Starting Max	28 96	21 78	30 99	27 99	26 99

Description - A legendary gun hailed in galactic myth. Purifies evil beings with its intense force.



JASTER'S SUB-WEAPONS (CONT.)

Weapon Name	Price		Stats		Element Attack Power					
	Buy	Sell	LVL	ATK		Fire	Ice	Elec	Wind	Holy
MONOGRAPHY SHOT	0	0	1	1	Starting Max	3	3	2	3	3
Description - A gun that creates temporary footholds. Could be useful in everyday life, too...										

Weapon Name	Price		Stats		Element Attack Power					
	Buy	Sell	LVL	ATK		Fire	Ice	Elec	Wind	Holy
BARRIER BREAK SHOT	0	0	1	1	Starting Max	3	2	2	3	3
Description - A gun that can break through the barriers of certain beasts. Dependable and effective.										

Weapon Name	Price		Stats		Element Attack Power					
	Buy	Sell	LVL	ATK		Fire	Ice	Elec	Wind	Holy
FREEZE SHOT	0	0	1	84	Starting Max	3	25	2	3	2
Description - A freezing gun that stops enemies cold. Could be useful in everyday life, too...										

KISALA'S MAIN WEAPONS

Weapon Name	Price		Stats		Element Attack Power					
	Buy	Sell	LVL	ATK		Fire	Ice	Elec	Wind	Holy
PIRATE'S DAGGERS	210	21	1	25	Starting Max	9	7	17	6	2
PIRATE'S ASHES	350	35	2	32	Starting Max	8	8	22	7	2
PIRATE'S GLAIVES	540	54	3	39	Starting Max	11	10	25	8	4
COSMO TALISMANS	1600	160	6	53	Starting Max	12	11	31	10	5
COSMO TALISMANS+	1600	160	6	61	Starting Max	12	11	31	10	5
Description - Knives passed down from the pirate Dorgengoa. They're like good luck charms to Kisala.										

Weapon Name	Price		Stats		Element Attack Power					
	Buy	Sell	LVL	ATK		Fire	Ice	Elec	Wind	Holy
LUMINOUS BATONS	460	46	15	102	Starting Max	5	15	19	9	2
VOLT BATONS	910	91	18	116	Starting Max	7	18	21	9	2
SPARKLING PIXIES	170	17	19	123	Starting Max	9	23	28	12	4
MERCY SPRITES	3900	390	22	137	Starting Max	10	24	30	17	4
MERCY SPRITES+	3900	390	22	147	Starting Max	10	24	30	17	4
Description - Mysterious weapons said to have been crafted from pieces of a fallen meteorite.										




Weapon Name	Price		Stats		Element Attack Power					
	Buy	Sell	LVL	ATK		Fire	Ice	Elec	Wind	Holy
AQUA SLASHERS	290	29	5	46	Starting Max	4	14	2	8	6
DEEP AQUAS	700	70	7	60	Starting Max	7	22	2	9	6
DEEP SLASHERS	2200	220	8	67	Starting Max	7	24	4	11	8
FINAL BLUES	3200	320	11	81	Starting Max	9	28	5	15	9
FINAL BLUES+	3200	320	11	89	Starting Max	9	28	5	15	9
Description - Lightweight, razor sharp daggers that just about anyone can handle with ease.										

Weapon Name	Price		Stats		Element Attack Power					
	Buy	Sell	LVL	ATK		Fire	Ice	Elec	Wind	Holy
MIST EDGES	1100	110	20	130	Starting Max	14	8	5	13	17
FAIRY EDGES	1500	150	23	144	Starting Max	21	9	7	14	19
LIGHTNING EDGES	2600	260	24	151	Starting Max	26	12	11	15	22
INNOCENT FAIRIES	6100	610	26	166	Starting Max	26	13	12	25	32
INNOCENT FAIRES+	6100	610	26	176	Starting Max	26	13	12	25	32
Description - Daggers once carried by members of the ancient royal order. Said to contain special powers.										






Weapon Name	Price		Stats		Element Attack Power					
	Buy	Sell	LVL	ATK		Fire	Ice	Elec	Wind	Holy
SIRIUS' CLAWS	460	46	9	74	Starting Max	2	8	17	5	17
LAMIA'S FANGS	910	91	13	88	Starting Max	2	9	18	7	22
SIREN'S NAILS	170	17	14	95	Starting Max	4	9	25	7	25
COSMO JADES	3900	390	16	109	Starting Max	5	12	25	8	28
COSMO JADES+	3900	390	16	118	Starting Max	5	12	25	8	28
Description - Mysterious weapons said to have been crafted from pieces of a fallen meteorite.										

Weapon Name	Price		Stats		Element Attack Power					
	Buy	Sell	LVL	ATK		Fire	Ice	Elec	Wind	Holy
ANCIENT DAGGERS	1200	120	25	158	Starting Max	13	6	14	8	12
SPLENDID DAGGERS	1800	180	27	173	Starting Max	15	8	21	9	20
DAGGERS OF LIFE	2900	290	28	180	Starting Max	15	12	22	11	20
RUNE BREAKERS	4800	480	30	194	Starting Max	20	14	26	13	24
RUNE BREAKERS+	4800	480	30	205	Starting Max	20	14	26	13	24
Description - Daggers that have grown rusty over time. Said to carry the power to destroy Rune.										






WEAPON DATA

Weapon Name		Price		Stats		Element Attack Power					
		Buy	Sell	LVL	ATK		Fire	Ice	Elec	Wind	Holy
	ARHAT'S TONFAS	2000	200	33	215	Starting Max	18 58	4 14	17 50	17 64	9 34
	ASTRO TONFAS	4300	430	36	229	Starting Max	20 76	8 28	19 68	20 80	9 28
	DESPERA TONFAS	5700	570	38	236	Starting Max	27 90	10 36	24 80	28 92	12 47
	ALTERNA GODDESSES	7500	750	41	250	Starting Max	30 99	11 45	27 90	31 99	19 65
	ALTERNA GODDESSES+	7500	750	41	262	Starting Max	30 99	11 52	27 98	31 99	19 73






Description - Forked daggers, each blade honed to perfection. A single stab will lead to a world of pain.

Weapon Name		Price		Stats		Element Attack Power					
		Buy	Sell	LVL	ATK		Fire	Ice	Elec	Wind	Holy
	DEVIL FORKS	2000	200	29	187	Starting Max	16 64	8 30	15 48	5 18	16 60
	DEVIL SLINGERS	4300	430	31	201	Starting Max	22 78	10 35	16 60	8 32	19 75
	BELLADONNA NEEDLES	5700	570	32	208	Starting Max	24 92	11 45	21 74	15 44	26 90
	BASILISK TAILS	7500	750	34	222	Starting Max	34 99	17 60	22 84	19 56	34 99
	BASILISK TAILS+	7500	750	34	234	Starting Max	34 99	17 68	22 92	19 64	34 99

Description - Forked daggers, each blade honed to perfection. A single stab will lead to a world of pain.






Weapon Name		Price		Stats		Element Attack Power					
		Buy	Sell	LVL	ATK		Fire	Ice	Elec	Wind	Holy
	MOEBIUS KNIVES	3500	350	40	243	Starting Max	10 30	13 50	16 58	16 50	21 72
	MOEBIUS BLADES	5100	510	42	257	Starting Max	11 36	19 60	23 72	21 70	24 82
	CHAINING BLADES	12100	1210	43	264	Starting Max	16 48	22 75	28 88	28 83	32 96
	TWIN UROBOROS	16600	1660	45	278	Starting Max	19 72	29 88	32 95	30 98	33 99
	TWIN UROBOROS+	16600	1660	45	291	Starting Max	19 80	29 96	32 99	30 99	33 99

Description - Mysterious blades that govern the fate of the stars. Combines beauty and attack power.






Weapon Name		Price		Stats		Element Attack Power					
		Buy	Sell	LVL	ATK		Fire	Ice	Elec	Wind	Holy
	ANDROMEDAS	5400	540	44	271	Starting Max	20 68	23 68	7 24	13 40	19 60
	ANDROMESIAS	9100	910	46	285	Starting Max	25 82	24 82	9 35	16 53	20 68
	ANDROPHANTES	14200	1420	47	292	Starting Max	27 94	30 94	11 45	18 67	25 90
	SNOW QUEENS	19400	1940	48	300	Starting Max	32 99	30 99	23 70	25 85	30 99
	SNOW QUEENS+	19400	1940	48	314	Starting Max	32 99	30 99	23 78	25 93	30 99

Description - Legendary daggers hailed in galactic myth that purify evil beings with their intense force.






KISALA'S SUB-WEAPONS

Weapon Name		Price		Stats		Element Attack Power					
		Buy	Sell	LVL	ATK		Fire	Ice	Elec	Wind	Holy
	LEATHER SNEAKERS	210	21	1	29	Starting Max	7 30	6 20	3 10	18 54	4 16
	MODE SNEAKERS	420	42	3	39	Starting Max	9 35	8 26	3 10	21 67	7 22
	AERIE SNEAKERS	840	84	5	49	Starting Max	13 40	9 32	4 13	26 84	8 26
	PRIME SNEAKERS	2600	260	8	69	Starting Max	13 52	9 36	5 18	29 96	11 33
	PRIME SNEAKERS+	2600	260	8	77	Starting Max	13 60	9 43	5 25	29 99	11 40






Description - Well-worn shoes made of comfortable tanned Yago hide. Easy to move around in.

Weapon Name		Price		Stats		Element Attack Power					
		Buy	Sell	LVL	ATK		Fire	Ice	Elec	Wind	Holy
	MIST BOOTS	1100	110	14	99	Starting Max	3 10	17 54	14 50	7 26	6 20
	WILD BOOTS	2000	200	18	113	Starting Max	4 13	18 68	19 65	8 29	7 25
	WINGED BOOTS	4500	450	20	129	Starting Max	4 15	24 88	23 80	10 34	8 28
	SPRYDES	6100	610	24	149	Starting Max	6 20	28 98	29 98	15 44	10 35
	SPRYDES+	6100	610	24	159	Starting Max	6 27	28 99	29 99	15 51	10 42

Description - Natural boots made with galactic mink pelts. Light as a feather.

Weapon Name		Price		Stats		Element Attack Power					
		Buy	Sell	LVL	ATK		Fire	Ice	Elec	Wind	Holy
	VIOLET STARS	290	29	6	59	Starting Max	18 56	5 18	7 26	2 10	6 20
	WISHING STARS	590	59	10	73	Starting Max	21 67	7 25	8 33	3 10	6 25
	SIREN STARS	1500	150	13	89	Starting Max	26 88	8 29	10 34	4 15	9 29
	LUXURIOUS STARS	3500	350	16	109	Starting Max	28 99	12 37	10 42	6 20	12 37
	LUXURIOUS STARS+	3500	350	16	118	Starting Max	28 99	12 44	10 49	6 27	12 44

Description - Designer boots adorned with Star Soul gems. Not the kind of boots you want to be kicked with.

Weapon Name		Price		Stats		Element Attack Power					
		Buy	Sell	LVL	ATK		Fire	Ice	Elec	Wind	Holy
	LOVELY TAPS	1100	110	22	139	Starting Max	9 28	16 50	6 20	18 52	2 10
	CUTIE STEPS	2000	200	26	154	Starting Max	9 33	17 65	8 25	18 67	2 10
	GLAMOROUS BEATS	4500	450	28	169	Starting Max	12 38	23 80	10 30	23 82	4 15
	DANCING CHARMERS	6100	610	31	189	Starting Max	13 48	32 95	11 35	30 97	6 20
	DANCING CHARMERS+	6100	610	31	200	Starting Max	13 55	32 99	11 42	30 99	6 27

Description - Natural boots made with galactic mink pelts. Light as a feather.



KISALA'S SUB-WEAPONS (CONT.)

Weapon Name		Price		Stats		Element Attack Power					
		Buy	Sell	LVL	ATK		Fire	Ice	Elec	Wind	Holy
	AURA SHOES	2900	290	29	179	Starting Max	9	7	10	13	14
	AURORA SHOES	5100	510	32	199	Starting Max	36	28	38	44	44
	ATHENA SHOES	7500	750	34	209	Starting Max	11	9	15	22	23
	ARTEMIS SHOES	12600	1260	38	229	Starting Max	38	32	53	86	86
	ARTEMIS SHOES+	12600	1260	38	241	Starting Max	11	13	23	27	28
	ARTEMIS SHOES+	12600	1260	38	241	Starting Max	52	51	80	99	99

Description - Shoes made from a mysterious fabric said to have been woven by fairies.

Weapon Name		Price		Stats		Element Attack Power					
		Buy	Sell	LVL	ATK		Fire	Ice	Elec	Wind	Holy
	ANGEL SLIPPERS	2900	290	36	219	Starting Max	4	9	16	17	21
	DEMON SLIPPERS	5100	510	41	239	Starting Max	16	28	60	50	66
	SUCCUBUS SLIPPERS	7500	750	42	249	Starting Max	6	12	23	17	22
	SUCCUBUS SLIPPERS	7500	750	42	249	Starting Max	26	36	75	65	78
	SAILING FLORA	12600	1260	45	269	Starting Max	12	14	25	25	27
	SAILING FLORA	12600	1260	45	269	Starting Max	36	47	90	80	92
	SAILING FLORA+	12600	1260	45	282	Starting Max	12	15	29	27	31
	SAILING FLORA+	12600	1260	45	282	Starting Max	48	62	99	90	99
	SAILING FLORA+	12600	1260	45	282	Starting Max	12	15	29	27	31
	SAILING FLORA+	12600	1260	45	282	Starting Max	55	70	99	98	99

Description - Shoes made from a mysterious fabric said to have been woven by fairies.

Weapon Name		Price		Stats		Element Attack Power					
		Buy	Sell	LVL	ATK		Fire	Ice	Elec	Wind	Holy
	ROSE PUMPS	5400	540	44	259	Starting Max	20	9	20	13	17
	ENAMEL ROSES	9100	910	46	279	Starting Max	64	30	60	46	60
	ENAMEL ROSES	9100	910	46	279	Starting Max	23	9	22	19	20
	ENAMEL ROSES	9100	910	46	279	Starting Max	78	35	75	57	75
	ANGELIC ROSES	14700	1470	47	289	Starting Max	24	13	23	22	26
	ANGELIC ROSES	14700	1470	47	289	Starting Max	92	45	90	73	90
	MATRIARCH'S ROSES	19400	1940	48	300	Starting Max	27	17	34	25	28
	MATRIARCH'S ROSES	19400	1940	48	300	Starting Max	99	67	99	88	99
	MATRIARCH'S ROSES+	19400	1940	48	314	Starting Max	27	17	34	25	28
	MATRIARCH'S ROSES+	19400	1940	48	314	Starting Max	99	75	99	96	99

Description - Everlasting shoes adorned with roses that have passed down through the galaxy since antiquity.

Weapon Name		Price		Stats		Element Attack Power					
		Buy	Sell	LVL	ATK		Fire	Ice	Elec	Wind	Holy
	BEACH SANDALS	17300	1730	37.82	314	Starting Max	31	29	30	29	29
	BEACH SANDALS	17300	1730	37.82	314	Starting Max	95	95	95	95	95

Stylish sandals that bring out a girl's cute side. Absolutely stunning with a nice swimsuit!

STEVE'S MAIN WEAPONS

Weapon Name		Price		Stats		Element Attack Power					
		Buy	Sell	LVL	ATK		Fire	Ice	Elec	Wind	Holy
	GREAT HANDS	150	15	1	20	Starting Max	5	6	9	13	3
	GREAT HANDS	150	15	1	20	Starting Max	20	20	30	50	10
	MUSCLE HANDS	230	23	3	36	Starting Max	6	6	9	18	3
	MUSCLE HANDS	230	23	3	36	Starting Max	25	25	35	65	10
	KNOCKOUT HANDS	350	35	7	53	Starting Max	9	9	12	21	5
	KNOCKOUT HANDS	350	35	7	53	Starting Max	30	30	40	80	15
	DYNAMITE HANDS	840	84	14	86	Starting Max	9	9	16	26	6
	DYNAMITE HANDS	840	84	14	86	Starting Max	35	35	50	95	20
	DYNAMITE HANDS+	840	84	14	94	Starting Max	9	9	16	26	6
	DYNAMITE HANDS+	840	84	14	94	Starting Max	42	42	58	99	27

Description - Mobile arm units that pack a powerful punch. Part of Steve's standard equipment.

Weapon Name		Price		Stats		Element Attack Power					
		Buy	Sell	LVL	ATK		Fire	Ice	Elec	Wind	Holy
	GREATER HANDS	540	54	11	69	Starting Max	6	2	7	14	4
	GREATER HANDS	540	54	11	69	Starting Max	22	8	28	55	17
	GEO HANDS	1000	100	16	90	Starting Max	6	3	9	20	7
	GEO HANDS	1000	100	16	90	Starting Max	24	10	33	70	23
	GIGA HANDS	2400	240	18	119	Starting Max	10	5	10	24	8
	GIGA HANDS	2400	240	18	119	Starting Max	30	15	36	88	26
	OMEGA HANDS	4500	450	20	129	Starting Max	12	5	12	26	11
	OMEGA HANDS	4500	450	20	129	Starting Max	37	18	46	98	36
	OMEGA HANDS+	4500	450	20	138	Starting Max	12	5	12	26	11
	OMEGA HANDS+	4500	450	20	138	Starting Max	44	25	53	99	43

Description - An upgraded version of the Great Hands, providing an even heavier punch than before.






Weapon Name		Price		Stats		Element Attack Power					
		Buy	Sell	LVL	ATK		Fire	Ice	Elec	Wind	Holy
	STEEL HAMMER FISTS	1400	140	19	124	Starting Max	8	14	13	2	6
	STEEL HAMMER FISTS	1400	140	19	124	Starting Max	32	48	50	10	20
	ALLOY HAMMER FISTS	2200	220	22	135	Starting Max	9	19	22	3	8
	ALLOY HAMMER FISTS	2200	220	22	135	Starting Max	38	62	65	10	25
	ROCKET HAMMER FISTS	3200	320	23	140	Starting Max	12	22	27	4	10
	ROCKET HAMMER FISTS	3200	320	23	140	Starting Max	44	76	80	15	30
	ALCHEMIC METEOR FISTS	5400	540	25	151	Starting Max	14	25	30	6	11
	ALCHEMIC METEOR FISTS	5400	540	25	151	Starting Max	56	92	92	20	35
	ALCHEMIC METEOR FISTS+	5400	540	25	161	Starting Max	14	25	30	6	11
	ALCHEMIC METEOR FISTS+	5400	540	25	161	Starting Max	64	99	99	27	42

Description - A powerful set of punching hands that unleash megaton force.

Weapon Name		Price		Stats		Element Attack Power					
		Buy	Sell	LVL	ATK		Fire	Ice	Elec	Wind	Holy
	PIERCING CLAWS	1400	140	24	146	Starting Max	4	16	7	19	2
	PIERCING CLAWS	1400	140	24	146	Starting Max	16	52	27	57	8
	ROCK HARD CLAWS	2200	220	26	157	Starting Max	7	17	10	19	2
	ROCK HARD CLAWS	2200	220	26	157	Starting Max	25	62	36	69	8
	GREAT SCISSORS	3200	320	27	162	Starting Max	8	26	11	24	3
	GREAT SCISSORS	3200	320	27	162	Starting Max	28	80	40	84	13
	JABBINGER EXTRAS	5400	540	28	173	Starting Max	9	26	16	26	5
	JABBINGER EXTRAS	5400	540	28	173	Starting Max	33	95	50	99	18
	JABBINGER EXTRAS+	5400	540	28	183	Starting Max	9	26	16	26	5
	JABBINGER EXTRAS+	5400	540	28	183	Starting Max	40	99	58	99	25

Description - A powerful set of punching hands that unleash megaton force.






WEAPON DATA

Weapon Name		Price		Stats		Element Attack Power					
		Buy	Sell	LVL	ATK		Fire	Ice	Elec	Wind	Holy
	DEEP DRILL FINGERS	1800	180	28	168	Starting Max	13 54	5 18	15 46	13 42	7 30
	WAVE IMPACT FINGERS	2600	260	29	179	Starting Max	19 68	7 28	15 62	13 47	11 35
	KEEN POINT FINGERS	4300	430	30	187	Starting Max	26 84	11 38	20 76	14 52	14 45
	IRON SPLITTER FINGERS	7500	750	31	195	Starting Max	31 98	10 43	29 92	18 72	15 50
	IRON SPLITTER FINGERS+	7500	750	31	206	Starting Max	31 99	10 50	29 99	18 80	15 58

Description - Drill arms that can bust through even the most tenacious of beasts.

Weapon Name		Price		Stats		Element Attack Power					
		Buy	Sell	LVL	ATK		Fire	Ice	Elec	Wind	Holy
	POISON HANDS	2900	290	31	190	Starting Max	13 50	8 32	5 16	16 50	10 42
	INFERNO HANDS	4800	480	32	201	Starting Max	20 65	11 37	7 26	18 65	14 47
	TOTAL INFERNO HANDS	5700	570	33	209	Starting Max	21 80	12 47	11 36	21 80	14 52
	MALEBOLGE 200X	9100	910	36	217	Starting Max	28 95	16 53	11 40	29 95	18 72
	MALEBOLGE 200X+	9100	910	36	229	Starting Max	28 99	16 61	11 47	29 99	18 80


Description - Piercing arms injected with poison. A single stab will lead to a world of pain.

Weapon Name		Price		Stats		Element Attack Power					
		Buy	Sell	LVL	ATK		Fire	Ice	Elec	Wind	Holy
	IRON MINER HANDS	3900	390	34	212	Starting Max	5 20	7 26	21 64	13 50	17 60
	ETHEREAL IRON HANDS	5100	510	37	223	Starting Max	8 30	9 32	22 78	18 65	21 75
	CRACKLING BOLT HANDS	6400	640	38	231	Starting Max	12 40	13 42	27 93	22 80	24 90
	ADVENT STORM HANDS	12600	1260	40	239	Starting Max	17 52	14 58	31 99	25 90	26 99
	ADVENT STORM HANDS+	12600	1260	40	251	Starting Max	17 60	14 66	31 99	25 98	26 99






Description - Powerful arms that are addictive to use. Start with jabs and finish with a lightning uppercut!

Weapon Name		Price		Stats		Element Attack Power					
		Buy	Sell	LVL	ATK		Fire	Ice	Elec	Wind	Holy
	ROARING KNUCKLES	3900	390	39	234	Starting Max	19 62	7 30	14 46	21 62	5 20
	METEOR STRIKERS	5100	510	41	245	Starting Max	21 77	9 35	16 62	21 76	9 30
	PHANTOM FISTS	6400	640	41	253	Starting Max	27 93	13 45	20 75	27 92	13 40
	PLUTO DRIVERS	12600	1260	43	261	Starting Max	28 99	20 64	26 84	33 99	15 52
	PLUTO DRIVERS+	12600	1260	43	274	Starting Max	28 99	20 72	26 92	33 99	15 60

Description - Powerful arms that are addictive to use. Start with jabs and finish with a lightning uppercut!






Weapon Name		Price		Stats		Element Attack Power					
		Buy	Sell	LVL	ATK		Fire	Ice	Elec	Wind	Holy
	MACE FISTS	6100	610	42	256	Starting Max	16 58	18 58	14 58	16 52	10 34
	BULLDOZER ARMS	8300	830	44	267	Starting Max	20 72	23 78	21 75	17 58	11 37
	MURDEROUS ARMS	12100	1210	44	276	Starting Max	24 92	29 92	28 92	21 72	14 42
	GIGATON ARMS	14200	1420	46	283	Starting Max	33 99	32 99	30 99	29 88	20 67
	GIGATON ARMS+	14200	1420	46	296	Starting Max	33 99	32 99	30 99	29 96	20 75

Description - Rugged arms made exclusively for battering beasts. Tough brawlers through and through.






Weapon Name		Price		Stats		Element Attack Power					
		Buy	Sell	LVL	ATK		Fire	Ice	Elec	Wind	Holy
	MAGELLAN ARMS	6800	680	45	278	Starting Max	15 60	14 48	8 32	15 55	20 65
	NEBULA ARMS	11000	1100	46	289	Starting Max	23 75	17 62	8 33	19 70	21 80
	GALAXY ARMS	15900	1590	47	298	Starting Max	23 90	23 73	14 47	25 92	28 88
	FINAL BIG BANG	19400	1940	48	300	Starting Max	27 99	24 87	19 68	25 99	28 99
	FINAL BIG BANG+	19400	1940	48	314	Starting Max	27 99	24 95	19 76	25 99	28 99

Description - A mysterious set of hyper arms that bring forth an explosion of robotic power.

STEVE'S SUB-WEAPONS

Weapon Name		Price		Stats		Element Attack Power					
		Buy	Sell	LVL	ATK		Fire	Ice	Elec	Wind	Holy
	SATELLITE SG	160	16	1	20	Starting Max	17 50	4 16	6 24	8 28	3 12
	SATELLITE MG	250	25	3	40	Starting Max	18 65	7 22	8 28	9 33	3 12
	SATELLITE HG-EX	540	54	8	60	Starting Max	25 80	6 26	10 34	10 38	5 17
	KILLER GRENADES	1000	100	16	100	Starting Max	29 95	10 30	11 40	16 48	7 22
	KILLER GRENADES+	1000	100	16	109	Starting Max	29 99	10 37	11 47	16 55	7 29

Description - Basic satellite grenade units. Will definitely come in handy during long-range battles.

Weapon Name		Price		Stats		Element Attack Power					
		Buy	Sell	LVL	ATK		Fire	Ice	Elec	Wind	Holy
	BEAM SATELLITES	380	38	13	80	Starting Max	7 26	5 20	15 54	3 10	5 20
	BEAM AVENGERS	770	77	18	104	Starting Max	9 32	6 25	19 68	3 10	7 25
	GENOCIDE BEAMS	1500	150	20	127	Starting Max	8 35	8 30	23 85	4 15	9 30
	KILLBLOOD GEMINIS	3500	350	23	143	Starting Max	14 48	12 36	26 96	5 20	10 35
	KILLBLOOD GEMINIS+	3500	350	23	153	Starting Max	14 55	12 43	26 99	5 27	10 42

Description - An advanced version of the Satellite SG. Futuristic satellite units that fire laser beams.



STEVE'S SUB-WEAPONS (CONT.)

Weapon Name		Price		Stats		Element Attack Power					
		Buy	Sell	LVL	ATK		Fire	Ice	Elec	Wind	Holy
	CRYSTAL BEES	380	38	22	135	Starting Max	2 10	16 52	15 30	8 5	5 16
	METAL HORNETS	770	77	25	151	Starting Max	2 10	20 67	20 67	10 34	5 22
	GILDED DRONES	1500	150	26	160	Starting Max	4 15	21 84	26 84	10 37	8 25
	FULL METAL PUNISHERS	3500	350	29	176	Starting Max	6 22	31 97	26 97	14 48	8 31
	FULL METAL PUNISHERS+	3500	350	29	187	Starting Max	6 29	31 99	26 99	14 55	8 38

Description - An advanced version of the Satellite SG. Futuristic satellite units that fire laser beams.

Weapon Name		Price		Stats		Element Attack Power					
		Buy	Sell	LVL	ATK		Fire	Ice	Elec	Wind	Holy
	RAPID SQUID	640	64	28	168	Starting Max	13 48	16 48	3 12	6 20	8 32
	MAD SQUID	910	91	30	184	Starting Max	15 62	19 62	3 14	7 26	11 36
	DEEP SQUID	2000	200	31	193	Starting Max	19 78	24 78	4 16	8 30	12 43
	HIGH-TENSION CUTTLE	4300	430	33	209	Starting Max	31 94	29 94	6 20	8 35	14 52
	HIGH-TENSION CUTTLE+	4300	430	33	220	Starting Max	31 99	29 99	6 27	8 42	14 60

Description - An advanced version of the Satellite SG. Futuristic satellite units that fire laser beams.

Weapon Name		Price		Stats		Element Attack Power					
		Buy	Sell	LVL	ATK		Fire	Ice	Elec	Wind	Holy
	BLAST DAEMONS	1200	120	31	201	Starting Max	15 52	4 18	11 40	15 50	8 30
	DAEMON MENACERS	2600	260	35	217	Starting Max	22 67	7 28	13 45	19 65	9 35
	DEPTH CHARGERS	5400	540	37	225	Starting Max	24 78	11 38	16 50	24 82	13 47
	DEVILISH BLASTERS	10000	1000	40	242	Starting Max	26 95	11 42	21 70	27 96	15 52
	DEVILISH BLASTERS+	10000	1000	40	254	Starting Max	26 99	11 49	21 78	27 99	15 60

Description - Rapid-fire satellite units known for their characteristic squid-like forms.

Weapon Name		Price		Stats		Element Attack Power					
		Buy	Sell	LVL	ATK		Fire	Ice	Elec	Wind	Holy
	PRO PENETRATORS	1200	120	38	234	Starting Max	15 50	5 18	20 65	16 55	8 32
	GEO PENETRATORS	2600	260	41	250	Starting Max	16 65	8 26	21 78	22 72	11 39
	OSMOTIC SNIPERS	5400	540	42	258	Starting Max	27 80	10 38	31 92	22 88	12 47
	MIRACULOUS DUO	10000	1000	45	275	Starting Max	28 90	12 47	25 99	32 99	20 63
	MIRACULOUS DUO+	10000	1000	45	288	Starting Max	28 98	12 54	25 99	32 99	20 71

Description - Rapid-fire satellite units known for their characteristic squid-like forms.

Weapon Name		Price		Stats		Element Attack Power					
		Buy	Sell	LVL	ATK		Fire	Ice	Elec	Wind	Holy
	DREADNOUGHT CANNONS	6800	680	44	267	Starting Max	20 62	15 50	20 60	10 30	17 58
	DREAD RISING	12600	1260	46	283	Starting Max	24 78	18 60	21 75	10 35	19 72
	DREAD DOMINION	14700	1470	47	291	Starting Max	28 92	19 75	25 90	14 45	25 88
	THE FEARLESS	17900	1790	48	300	Starting Max	29 99	24 85	25 99	24 70	31 99
	THE FEARLESS+	17900	1790	48	314	Starting Max	29 99	24 93	25 99	24 78	31 99

Description - The highest class of satellite unit weaponry. Fires off plasma energy.

SIMON'S MAIN WEAPONS

Weapon Name		Price		Stats		Element Attack Power					
		Buy	Sell	LVL	ATK		Fire	Ice	Elec	Wind	Holy
	FLAMETHROWER	150	15	1	20	Starting Max	15 55	2 10	5 18	7 27	6 20
	FLAMETHROWER LV2	270	27	3	37	Starting Max	18 68	3 10	6 23	10 34	6 25
	FLAMING AIR	540	54	8	55	Starting Max	27 85	4 13	8 27	12 40	7 30
	FLAMING DRAKEN	1500	150	13	91	Starting Max	28 97	4 16	10 32	15 52	10 38
	FLAMING DRAKEN+	1500	150	13	99	Starting Max	28 99	4 23	10 39	15 60	10 45

Description - A standard-issue flamethrower. However, Simon's skill at handling it is superb.






Weapon Name		Price		Stats		Element Attack Power					
		Buy	Sell	LVL	ATK		Fire	Ice	Elec	Wind	Holy
	COLD SPRAY	190	19	11	73	Starting Max	2 7	16 55	5 20	9 28	5 20
	COLD SPRAY LV2	380	38	14	96	Starting Max	2 7	19 68	7 25	10 35	6 25
	COOL MIST SHOWER	770	77	15	102	Starting Max	4 12	22 85	9 30	12 38	10 30
	FREEZE DUSTER	2200	220	18	114	Starting Max	4 16	26 97	9 35	15 52	11 35
	FREEZE DUSTER+	2200	220	18	123	Starting Max	4 23	26 99	9 42	15 60	11 42

Description - The "cold" version of the Flamethrower. A charming snowman-shaped gun.






Weapon Name		Price		Stats		Element Attack Power					
		Buy	Sell	LVL	ATK		Fire	Ice	Elec	Wind	Holy
	ELECTRO NOZZLE	640	64	16	108	Starting Max	13 50	2 10	14 55	7 27	4 18
	ELECTRO NOZZLE LV2	990	99	18	120	Starting Max	20 65	3 10	21 68	9 35	6 22
	SPREAD BEAM	1800	180	19	126	Starting Max	26 80	4 15	21 85	12 40	7 25
	THUNDER THROWER	3900	390	21	138	Starting Max	28 95	5 20	30 97	16 50	10 33
	THUNDER THROWER+	3900	390	21	148	Starting Max	28 99	5 27	30 99	16 58	10 40

Description - The "thunder" version of the Flamethrower. Useful against those weak against lightning.




WEAPON DATA

Weapon Name		Price		Stats		Element Attack Power					
		Buy	Sell	LVL	ATK		Fire	Ice	Elec	Wind	Holy
	TWIN TORNADO	1200	120	20	132	Starting Max	3 10	10 30	12 45	19 55	6 20
	DOUBLE CYCLONE	2400	240	22	144	Starting Max	3 10	10 35	19 60	19 70	8 25
	DUAL HURRICANE	3500	350	23	150	Starting Max	3 15	11 42	19 76	26 84	8 28
	CROSSING HEADWIND	6100	610	25	162	Starting Max	6 20	18 53	26 92	28 98	9 32
	CROSSING HEADWIND+	6100	610	25	172	Starting Max	6 27	18 61	26 99	28 99	9 39






Description - The "tornado" version of the Flamethrower. Its twin centrifugal motors stir up whirlwinds.

Weapon Name		Price		Stats		Element Attack Power					
		Buy	Sell	LVL	ATK		Fire	Ice	Elec	Wind	Holy
	LUSTROUS BREEZE	1200	120	24	156	Starting Max	6 26	5 20	11 40	17 52	15 52
	AUREOLE BREEZE	2400	240	26	168	Starting Max	8 32	10 30	11 44	18 67	16 67
	SACRED ZEPHYR	3500	350	27	174	Starting Max	10 43	11 40	13 48	25 82	24 82
	CATHARSIS BOOMER	6100	610	29	186	Starting Max	16 50	13 42	20 67	32 98	33 98
	CATHARSIS BOOMER+	6100	610	29	197	Starting Max	16 58	13 49	20 75	32 99	33 99






Description - The "tornado" version of the Flamethrower. Its twin centrifugal motors stir up whirlwinds.

Weapon Name		Price		Stats		Element Attack Power					
		Buy	Sell	LVL	ATK		Fire	Ice	Elec	Wind	Holy
	DRAGON BREATH	2000	200	28	180	Starting Max	14 54	4 14	9 28	15 54	13 40
	CHIMERA BREATH	2900	290	30	192	Starting Max	21 69	7 27	9 32	18 69	13 43
	SCYLLA BREATH	4500	450	31	198	Starting Max	24 86	10 35	11 38	27 86	15 50
	EXEDRA BREATH	6400	640	33	210	Starting Max	26 98	12 42	14 47	30 98	24 70
	EXEDRA BREATH+	6400	640	33	221	Starting Max	26 99	12 49	14 54	30 99	24 78






Description - A menacing gun that spews bafflingly powerful flames.

Weapon Name		Price		Stats		Element Attack Power					
		Buy	Sell	LVL	ATK		Fire	Ice	Elec	Wind	Holy
	DARK BREATH	3200	320	31	204	Starting Max	5 20	18 62	7 28	14 50	18 60
	DARK HOLD	5400	540	35	216	Starting Max	8 30	23 78	9 32	18 65	20 75
	DARK INFECTION	7500	750	36	225	Starting Max	13 40	29 92	13 43	24 80	25 90
	NOCTURNE BREATH	12100	1210	38	234	Starting Max	13 50	30 99	19 62	25 88	30 99
	NOCTURNE BREATH+	12100	1210	38	246	Starting Max	13 58	30 99	19 70	25 96	30 99






Description - Also known as "Smokescreen Breath." Attacks with a blanket of black smoke.

Weapon Name		Price		Stats		Element Attack Power					
		Buy	Sell	LVL	ATK		Fire	Ice	Elec	Wind	Holy
	EVIL BREATH	4800	480	37	228	Starting Max	17 64	5 16	14 52	8 28	15 60
	EVIL CRY	190	19	39	240	Starting Max	23 78	8 27	17 68	10 32	25 75
	EVIL CACOPHONY	10000	1000	40	249	Starting Max	28 94	10 36	25 83	10 42	28 90
	PANDEMONIUM	14700	1470	42	258	Starting Max	29 99	13 48	30 90	15 62	29 99
	PANDEMONIUM+	14700	1470	42	270	Starting Max	29 99	13 55	30 98	15 70	29 99

Description - An evil gun that launches hellfire. Listen closely for the echo of a wicked voice...






Weapon Name		Price		Stats		Element Attack Power					
		Buy	Sell	LVL	ATK		Fire	Ice	Elec	Wind	Holy
	VICE BUSTER	4800	480	41	252	Starting Max	17 60	9 30	13 50	19 60	16 60
	VICE PREDATOR	190	19	43	264	Starting Max	25 75	10 35	15 60	23 75	22 75
	GUILTY PREDATOR	10000	1000	44	273	Starting Max	27 90	14 45	20 75	23 90	26 90
	WEeping NEMESIS	14700	1470	45	282	Starting Max	29 99	24 70	23 85	28 99	29 99
	WEeping NEMESIS+	14700	1470	45	295	Starting Max	29 99	24 78	23 93	28 99	29 99

Description - An evil gun that launches hellfire. Listen closely for the echo of a wicked voice...

Weapon Name		Price		Stats		Element Attack Power					
		Buy	Sell	LVL	ATK		Fire	Ice	Elec	Wind	Holy
	GANYMEDE	8300	830	44	276	Starting Max	18 60	8 28	17 60	17 52	15 60
	GANYMEDELTA	13100	1310	46	288	Starting Max	23 75	9 30	19 75	18 65	24 75
	GANYMEDELUXE	15900	1590	47	297	Starting Max	24 90	11 42	25 90	20 78	30 90
	GANYMEDEON	18700	1870	48	300	Starting Max	30 99	22 67	28 99	27 88	30 99
	GANYMEDEON+	18700	1870	48	314	Starting Max	30 99	22 75	28 99	27 96	30 99

Description - A gun that launches powerful blasts. Its destructive power is unparalleled.

SIMON'S SUB-WEAPONS

Weapon Name		Price		Stats		Element Attack Power					
		Buy	Sell	LVL	ATK		Fire	Ice	Elec	Wind	Holy
	MISSILE POD I	150	15	1	20	Starting Max	14 50	6 22	7 30	4 18	3 10
	MISSILE POD II	350	35	3	44	Starting Max	19 65	8 27	11 35	6 23	3 10
	MISSILE POD III	640	64	9	68	Starting Max	20 80	8 32	13 40	9 28	4 15
	MISSILE POD IV	1800	180	15	100	Starting Max	24 95	10 37	14 50	10 33	6 20
	MISSILE POD IV+	1800	180	15	109	Starting Max	24 99	10 44	14 58	10 40	6 27

Description - A standard-issue missile pod. Sees wide use among military forces.



SIMON'S SUB-WEAPONS (CONT.)

Weapon Name	Price		Stats		Element Attack Power					
	Buy	Sell	LVL	ATK		Fire	Ice	Elec	Wind	Holy
RANGER POD I	230	23	13	92	Starting Max	15	2	8	8	4
RANGER POD II	540	54	18	104	Starting Max	20	3	9	7	5
DEMOLITION POD	1000	100	19	118	Starting Max	21	3	11	10	6
QUADRA BUGABOO	3900	390	22	135	Starting Max	28	5	17	10	9
QUADRA BUGABOO+	3900	390	22	145	Starting Max	28	5	17	10	9

Description - An advanced, more powerful version of the Missile Pod. An official Daytron product.

Weapon Name	Price		Stats		Element Attack Power					
	Buy	Sell	LVL	ATK		Fire	Ice	Elec	Wind	Holy
COMBAT FREAK	230	23	20	126	Starting Max	16	2	9	5	14
COMBAT DEXTER	540	54	23	144	Starting Max	20	3	10	8	20
COMBAT MASTER	1000	100	25	152	Starting Max	21	5	11	10	22
EXECUTIONER	3900	390	28	170	Starting Max	24	6	18	10	27
EXECUTIONER+	3900	390	28	180	Starting Max	24	6	18	10	27

Description - An advanced, more powerful version of the Missile Pod. An official Daytron product.

Weapon Name	Price		Stats		Element Attack Power					
	Buy	Sell	LVL	ATK		Fire	Ice	Elec	Wind	Holy
BIG HAWK	770	77	26	161	Starting Max	13	5	9	17	2
SAVAGE HAWK	1400	140	29	178	Starting Max	22	6	10	18	2
SHOOTING EAGLE	2600	260	30	187	Starting Max	25	9	10	25	4
PERFECT HUNTER	4500	450	32	204	Starting Max	25	9	12	31	5
PERFECT HUNTER+	4500	450	32	215	Starting Max	25	9	12	31	5

Description - A hefty missile launcher with superb homing capabilities.

Weapon Name	Price		Stats		Element Attack Power					
	Buy	Sell	LVL	ATK		Fire	Ice	Elec	Wind	Holy
GATLING LAUNCHER	2200	220	31	196	Starting Max	18	11	7	17	5
LUPINE LAUNCHER	3200	320	34	213	Starting Max	19	14	8	18	7
LUPINE PULSER	5400	540	36	222	Starting Max	22	14	10	22	10
TRAGIC LYCAON	8300	830	40	239	Starting Max	25	20	12	29	15
TRAGIC LYCAON+	8300	830	40	251	Starting Max	25	20	12	29	15

Description - A high-speed, rapid-fire Gatling launcher. Target an enemy with it, and they're as good as dead.

Weapon Name	Price		Stats		Element Attack Power					
	Buy	Sell	LVL	ATK		Fire	Ice	Elec	Wind	Holy
BRUTAL JAGUAR	2200	220	38	230	Starting Max	20	7	19	16	5
STARVING TIGER	3200	320	41	248	Starting Max	24	10	24	17	6
LEOPARD AIM	5400	540	42	256	Starting Max	29	12	25	26	11
TARGETED SCHNEIDER	8300	830	45	274	Starting Max	34	19	25	29	14
TARGETED SCHNEIDER+	8300	830	45	287	Starting Max	34	19	25	29	14

Description - A high-speed, rapid-fire Gatling launcher. Target an enemy with it, and they're as good as dead.

Weapon Name	Price		Stats		Element Attack Power					
	Buy	Sell	LVL	ATK		Fire	Ice	Elec	Wind	Holy
LAST RESORT	6400	640	44	265	Starting Max	13	15	21	8	16
HEAVENLY VISION	12600	1260	46	282	Starting Max	20	22	24	10	22
TRANSFANTASIA	15300	1530	47	291	Starting Max	25	25	25	14	28
PARADISE LOST	18700	1870	48	300	Starting Max	26	25	29	17	30
PARADISE LOST+	18700	1870	48	314	Starting Max	26	25	29	17	30

Description - The most powerful launcher. The homing beams it fires pack an incredible amount of force.

ZEGRAM'S MAIN WEAPONS





Weapon Name	Price		Stats		Element Attack Power					
	Buy	Sell	LVL	ATK		Fire	Ice	Elec	Wind	Holy
LUNAR GLINT	210	21	1	25	Starting Max	5	8	4	17	2
HALF-MOON DAWN	270	27	3	32	Starting Max	7	11	6	19	3
HALF-MOON RISING	640	64	4	39	Starting Max	8	13	7	24	3
SPECTRAL GLEAM	1800	180	6	53	Starting Max	9	13	11	32	4
SPECTRAL GLEAM+	1800	180	6	61	Starting Max	9	13	11	32	4

Description - A favorite of Zegram's. Its greatest asset is its unusually sharp blade.

Weapon Name	Price		Stats		Element Attack Power					
	Buy	Sell	LVL	ATK		Fire	Ice	Elec	Wind	Holy
IRON DEMON	350	35	5	46	Starting Max	6	17	9	3	6
DIABOLIC SHREDDER	500	50	7	60	Starting Max	6	19	11	4	7
DEMON'S BANE	1000	100	9	67	Starting Max	8	28	12	5	7
VAJRA'S MIGHT	2900	290	11	81	Starting Max	11	31	14	5	11
VAJRA'S MIGHT+	2900	290	11	89	Starting Max	11	31	14	5	11

Description - A sword with great destructive power. Its blade is reminiscent of a demon's fangs.





WEAPON DATA

Weapon Name		Price		Stats		Element Attack Power					
		Buy	Sell	LVL	ATK		Fire	Ice	Elec	Wind	Holy
	BLAZE SWORD	840	84	10	74	Starting Max	15 56	3 12	5 18	15 50	8 24
	IMP'S FLAME	1500	150	13	88	Starting Max	20 72	4 13	7 22	21 65	7 28
	CRIMSON BLAZE	2400	240	14	95	Starting Max	27 88	5 17	8 28	23 80	11 32
	VERMILLION FLARE	3500	350	16	109	Starting Max	33 98	5 20	12 35	24 95	15 47
	VERMILLION FLARE+	3500	350	16	118	Starting Max	33 99	5 27	12 42	24 99	15 54






Description - A flame sword with a shimmering blade.

Weapon Name		Price		Stats		Element Attack Power					
		Buy	Sell	LVL	ATK		Fire	Ice	Elec	Wind	Holy
	FROZEN SLASHER	840	84	15	102	Starting Max	2 10	17 58	9 32	13 42	4 18
	ICE DEMON FANG	1500	150	18	116	Starting Max	3 10	23 72	11 35	17 58	8 25
	AZURE FROST	2400	240	19	123	Starting Max	4 15	27 90	11 42	19 70	9 28
	BLUE STARE	3500	350	22	137	Starting Max	5 22	30 98	13 48	24 92	9 35
	BLUE STARE+	3500	350	22	147	Starting Max	5 29	30 99	13 55	24 99	9 42






Description - A flame sword with a shimmering blade.

Weapon Name		Price		Stats		Element Attack Power					
		Buy	Sell	LVL	ATK		Fire	Ice	Elec	Wind	Holy
	VIOLET LIGHTNING	1200	120	20	130	Starting Max	5 20	9 32	14 50	10 38	15 50
	VIOLET NIMBUS	2200	220	23	144	Starting Max	7 30	10 38	16 65	14 42	20 65
	VIOLACEOUS HALO	3200	320	24	151	Starting Max	10 38	13 45	21 80	16 52	23 80
	ULTRAVIOLET SABER	4500	450	26	166	Starting Max	13 45	15 48	26 95	20 72	25 95
	ULTRAVIOLET SABER+	4500	450	26	176	Starting Max	13 52	15 55	26 99	20 80	25 99





Description - A beautiful sword clad in thunder.

Weapon Name		Price		Stats		Element Attack Power					
		Buy	Sell	LVL	ATK		Fire	Ice	Elec	Wind	Holy
	CRESCENT MOON	2600	260	25	158	Starting Max	8 30	14 45	5 20	10 35	18 60
	AZURE MOON	3900	390	27	173	Starting Max	10 35	16 62	8 30	13 45	21 68
	WICKED MOON	4800	480	28	180	Starting Max	14 45	21 78	11 40	16 48	24 84
	MOON SHADE	8300	830	30	194	Starting Max	14 50	30 96	13 45	19 65	32 99
	MOON SHADE+	8300	830	30	205	Starting Max	14 58	30 99	13 52	19 73	32 99






Description - A mysterious sword imbued with the power of the moon.

Weapon Name		Price		Stats		Element Attack Power					
		Buy	Sell	LVL	ATK		Fire	Ice	Elec	Wind	Holy
	DIVINE SERPENT	4300	430	29	187	Starting Max	15 50	8 32	16 60	19 60	4 18
	JEWELLED DRAGON	5100	510	31	201	Starting Max	20 65	12 37	22 75	21 75	7 28
	CLOUDSPLITTER	6100	610	32	208	Starting Max	24 80	14 48	22 90	28 90	11 37
	DRAGON'S ASCENT	10000	1000	35	222	Starting Max	25 90	18 63	30 99	33 99	13 47
	DRAGON'S ASCENT+	10000	1000	35	234	Starting Max	25 98	18 71	30 99	33 99	13 54

Description - A beautiful sword also known as the Sword of Heaven. Said to be a dragon god transformed.

Weapon Name		Price		Stats		Element Attack Power					
		Buy	Sell	LVL	ATK		Fire	Ice	Elec	Wind	Holy
	ARCHFIEND'S BLADE	5400	540	33	215	Starting Max	15 60	7 24	19 56	7 27	14 53
	DEMONIC KARMA	6800	680	37	229	Starting Max	26 75	9 32	23 73	9 32	22 68
	SWORD OF PURGATORY	11000	1100	39	236	Starting Max	26 90	11 42	24 88	14 42	23 83
	HUNDRED HELLS	15300	1530	41	250	Starting Max	29 99	16 50	28 99	19 57	27 93
	HUNDRED HELLS+	15300	1530	41	262	Starting Max	29 99	16 58	28 99	19 65	27 99

Description - A reassuring sword known as the Sword of Earth. Said to be a demon god transformed.

Weapon Name		Price		Stats		Element Attack Power					
		Buy	Sell	LVL	ATK		Fire	Ice	Elec	Wind	Holy
	PHANTOM DREAM	9100	910	40	243	Starting Max	11 42	16 62	20 62	8 30	21 64
	MATCHLESS VISION	13100	1310	42	257	Starting Max	16 52	24 77	24 77	10 34	24 80
	ROUSING VISION	17300	1730	43	264	Starting Max	21 65	25 92	25 92	12 45	28 96
	PHANTASMIC GLAIVE	19400	1940	45	278	Starting Max	22 83	34 99	26 99	21 72	34 99
	PHANTASMIC GLAIVE+	19400	1940	45	291	Starting Max	22 91	34 99	26 99	21 80	34 99






Description - A phantom sword with numerous mysteries. Its maker is unknown.

Weapon Name		Price		Stats		Element Attack Power					
		Buy	Sell	LVL	ATK		Fire	Ice	Elec	Wind	Holy
	GREAT DEMON	9100	910	44	271	Starting Max	19 60	9 35	14 55	15 50	19 60
	ENCHANTING OGRE	13100	1310	46	285	Starting Max	19 72	11 38	20 70	16 20	20 78
	PANDEMONIUM MISTRESS	17300	1730	47	292	Starting Max	23 92	12 47	21 85	21 78	22 88
	HADES CHILD	19400	1940	48	300	Starting Max	27 99	22 70	31 99	27 85	28 99
	HADES CHILD+	19400	1940	48	314	Starting Max	27 99	22 78	31 99	27 93	28 99






Description - A phantom sword with numerous mysteries. Its maker is unknown.








ZEGRAM'S SUB-WEAPONS

Weapon Name		Price		Stats		Element Attack Power					
		Buy	Sell	LVL	ATK		Fire	Ice	Elec	Wind	Holy
	SHURIKEN	210	21	1	29	Starting Max	2 10	7 30	5 20	17 50	5 20
	SHURIKEN DEUX	320	32	3	39	Starting Max	2 10	7 35	5 25	17 65	5 25
	GUST SHURIKEN	700	70	5	49	Starting Max	4 15	10 40	8 30	25 80	9 30
	VORTEX STAR	1400	140	9	69	Starting Max	6 20	15 50	9 35	32 95	10 35
	VORTEX STAR+	1400	140	9	77	Starting Max	6 27	15 58	9 42	32 99	10 42

Description - A standard-issue throwing star, capable of neatly dispatching even airborne enemies.

Weapon Name		Price		Stats		Element Attack Power					
		Buy	Sell	LVL	ATK		Fire	Ice	Elec	Wind	Holy
	STARLIGHT	4300	430	29	179	Starting Max	6 20	8 28	17 52	9 38	17 52
	STARLIGHT DEUX	5400	540	33	199	Starting Max	8 30	9 35	21 65	12 43	20 67
	ALKAID	8300	830	35	209	Starting Max	12 40	11 45	25 80	15 46	21 84
	ALCYONE	12600	1260	39	229	Starting Max	12 42	12 50	29 95	18 70	24 98
	ALCYONE+	12600	1260	39	241	Starting Max	12 49	12 58	29 99	18 78	24 99

Description - A throwing star infused with ice. Spreads a polar chill as it flies.

Weapon Name		Price		Stats		Element Attack Power					
		Buy	Sell	LVL	ATK		Fire	Ice	Elec	Wind	Holy
	BOLT SHURIKEN	500	50	7	59	Starting Max	9 30	6 20	14 50	6 20	2 10
	BOLT DEUX	990	99	11	73	Starting Max	11 35	7 25	20 65	6 25	3 10
	WHITE LIGHTNING	2000	200	13	89	Starting Max	11 40	8 30	21 80	9 30	5 15
	CELESTIAL STRIKE	2900	290	16	109	Starting Max	15 50	10 35	27 95	12 35	5 20
	CELESTIAL STRIKE+	2900	290	16	118	Starting Max	15 58	10 42	27 99	12 42	5 27

Description - A throwing star infused with thunder. Discharges electricity as it flies.

Weapon Name		Price		Stats		Element Attack Power					
		Buy	Sell	LVL	ATK		Fire	Ice	Elec	Wind	Holy
	FAMISHED WOLF	4300	430	37	219	Starting Max	13 50	18 60	7 28	18 66	4 16
	SAVAGE BEAST	5400	540	41	239	Starting Max	22 65	22 75	10 33	27 82	8 25
	WHITE WOLF	8300	830	42	249	Starting Max	23 80	23 90	13 45	32 94	10 36
	MOON BAY	12600	1260	45	269	Starting Max	26 90	30 99	17 58	31 99	17 52
	MOON BAY+	12600	1260	45	282	Starting Max	26 98	30 99	17 66	31 99	17 60


Description - A throwing star infused with ice. Spreads a polar chill as it flies.

Weapon Name		Price		Stats		Element Attack Power					
		Buy	Sell	LVL	ATK		Fire	Ice	Elec	Wind	Holy
	FLAME SHURIKEN	2400	240	14	99	Starting Max	14 50	3 10	15 50	7 20	5 20
	FLAME DEUX	3500	350	18	113	Starting Max	18 65	3 10	18 65	9 35	6 25
	INFERNO	4800	480	20	129	Starting Max	20 80	5 15	23 80	12 40	8 30
	BLAZING STAR	6800	680	24	149	Starting Max	26 95	6 20	31 95	17 50	10 35
	BLAZING STAR+	6800	680	24	159	Starting Max	26 99	6 27	31 99	17 58	10 42

Description - A throwing star infused with fire. Erupts in flames as it flies.

Weapon Name		Price		Stats		Element Attack Power					
		Buy	Sell	LVL	ATK		Fire	Ice	Elec	Wind	Holy
	TENGU CROSS	6100	610	44	259	Starting Max	9 30	17 60	15 50	16 56	17 64
	TENGU CROSS DX	10000	1000	46	279	Starting Max	9 35	20 68	22 67	22 72	25 78
	ARACHNITENGU	15300	1530	47	289	Starting Max	12 45	24 92	23 73	27 86	27 94
	SOARING TENGU	18700	1870	48	300	Starting Max	22 70	29 99	27 85	34 99	29 99
	SOARING TENGU+	18700	1870	48	314	Starting Max	22 78	29 99	27 93	34 99	29 99

Description - A legendary throwing star made by a master craftsman from another world.

Weapon Name		Price		Stats		Element Attack Power					
		Buy	Sell	LVL	ATK		Fire	Ice	Elec	Wind	Holy
	ICY WHEEL	4300	430	22	139	Starting Max	2 10	16 54	4 16	16 54	6 26
	ICY WHEEL DEUX	5400	540	26	154	Starting Max	3 10	20 67	7 24	17 67	8 32
	WINTER'S CHILL	8300	830	28	169	Starting Max	3 12	21 83	8 30	28 83	9 37
	BLIZZARD	12600	1260	31	189	Starting Max	6 22	30 96	8 33	28 96	14 48
	BLIZZARD+	12600	1260	31	200	Starting Max	6 29	30 99	8 40	28 99	14 55






Description - A throwing star infused with ice. Spreads a polar chill as it flies.

WEAPON DATA




LILIKA'S MAIN WEAPONS

Weapon Name		Price		Stats		Element Attack Power					
		Buy	Sell	LVL	ATK		Fire	Ice	Elec	Wind	Holy
	WANDERLUST BOW	500	50	10	86	Starting Max	9 30	5 18	3 12	15 48	6 22
	TERRA BOW	770	77	13	91	Starting Max	10 32	7 25	3 13	20 63	7 27
	GAEA BOW	1000	100	14	96	Starting Max	12 38	10 32	5 17	25 78	8 30
	EARTH AND SKY BOW	2200	220	16	107	Starting Max	16 50	10 35	7 22	28 95	11 33
	EARTH AND SKY BOW+	2200	220	16	116	Starting Max	16 58	10 42	7 29	28 99	11 40






Description - A simple bow made from wood and animal hide. A common weapon among Burkaquan warriors.

Weapon Name		Price		Stats		Element Attack Power					
		Buy	Sell	LVL	ATK		Fire	Ice	Elec	Wind	Holy
	SEA GAZER BOW	640	64	15	102	Starting Max	2 10	14 50	5 20	7 30	6 20
	SEA QUELLER BOW	910	91	18	113	Starting Max	3 10	20 62	6 25	11 36	8 27
	MOTHER OCEAN BOW	1500	150	19	118	Starting Max	4 15	21 80	8 28	11 40	8 32
	OCEAN EXPLORER BOW	2600	260	21	129	Starting Max	6 20	31 95	9 33	14 50	12 37
	OCEAN EXPLORER BOW+	2600	260	21	138	Starting Max	6 27	31 99	9 40	14 58	12 44



Description - A bow that shoots large arrows. Once belonged to a sage that wandered the galaxy.

Weapon Name		Price		Stats		Element Attack Power					
		Buy	Sell	LVL	ATK		Fire	Ice	Elec	Wind	Holy
	FOREST RUNNER BOW	1200	120	20	124	Starting Max	16 50	6 20	12 48	8 32	2 10
	FOREST WANDERER BOW	1800	180	22	135	Starting Max	16 65	8 25	16 63	11 37	3 10
	FOREST EXPLORER BOW	2900	290	23	140	Starting Max	24 80	8 30	20 78	11 42	5 15
	FOREST DIVINER BOW	4300	430	25	151	Starting Max	26 95	10 35	23 93	18 52	6 20
	FOREST DIVINER BOW+	4300	430	25	161	Starting Max	26 99	10 42	23 99	18 60	6 27


Description - A bow that shoots fire arrows. Once belonged to a sage that wandered the galaxy.

Weapon Name		Price		Stats		Element Attack Power					
		Buy	Sell	LVL	ATK		Fire	Ice	Elec	Wind	Holy
	WINDRIDER BOW	1200	120	24	146	Starting Max	7 26	12 50	2 10	13 54	6 20
	STORMBRINGER BOW	1800	180	26	157	Starting Max	8 32	18 65	3 12	21 69	6 22
	GALEBRACER BOW	2900	290	27	162	Starting Max	10 36	25 80	5 18	21 83	7 28
	SACRED WIND BOW	4300	430	28	173	Starting Max	12 46	29 95	5 20	29 99	11 35
	SACRED WIND BOW+	4300	430	28	183	Starting Max	12 53	29 99	5 27	29 99	11 42






Description - A bow that shoots fire arrows. Once belonged to a sage that wandered the galaxy.

Weapon Name		Price		Stats		Element Attack Power					
		Buy	Sell	LVL	ATK		Fire	Ice	Elec	Wind	Holy
	MOUNTAINSONG BOW	2400	240	28	168	Starting Max	5 20	12 48	8 28	16 52	11 42
	MOUNTAIN SPIRIT BOW	3500	350	29	179	Starting Max	7 28	17 62	9 35	22 68	12 47
	MOUNTAIN FAERIE BOW	5100	510	30	187	Starting Max	11 40	19 76	13 45	26 84	13 50
	MOUNTAIN NYMPH BOW	6400	640	32	195	Starting Max	11 47	26 88	17 52	30 98	22 70
	MOUNTAIN NYMPH BOW+	6400	640	32	206	Starting Max	11 54	26 96	17 60	30 99	22 78






Description - A bow that shoots ice arrows. Once belonged to a sage that wandered the galaxy.

Weapon Name		Price		Stats		Element Attack Power					
		Buy	Sell	LVL	ATK		Fire	Ice	Elec	Wind	Holy
	HEAVENLY GUIDE BOW	3200	320	31	190	Starting Max	10 36	10 30	15 50	6 24	12 50
	SOARING HEAVENS BOW	4500	450	33	201	Starting Max	11 42	10 36	18 65	8 32	19 65
	SACRED WANDERER BOW	5700	570	34	209	Starting Max	14 56	14 45	21 80	9 34	21 80
	HEAVENLY RESPITE BOW	7500	750	36	217	Starting Max	17 69	14 54	32 95	12 42	32 95
	HEAVENLY RESPITE BOW+	7500	750	36	229	Starting Max	17 77	14 62	32 99	12 49	32 99

Description - A bow that shoots thunder arrows. Once belonged to a sage that wandered the galaxy.

Weapon Name		Price		Stats		Element Attack Power					
		Buy	Sell	LVL	ATK		Fire	Ice	Elec	Wind	Holy
	HAPYUNES SG	3200	320	35	212	Starting Max	19 60	11 37	17 70	8 28	7 25
	OPINICUS EX	4500	450	37	223	Starting Max	23 75	14 56	25 84	11 35	7 30
	SPHINX MH-P	5700	570	38	231	Starting Max	25 90	19 75	29 95	14 45	10 40
	SIREN'S WING	7500	750	40	239	Starting Max	31 99	30 88	26 99	18 58	15 54
	SIREN'S WING+	7500	750	40	251	Starting Max	31 99	30 96	26 99	18 66	15 62

Description - A bow that shoots thunder arrows. Once belonged to a sage that wandered the galaxy.

Weapon Name		Price		Stats		Element Attack Power					
		Buy	Sell	LVL	ATK		Fire	Ice	Elec	Wind	Holy
	STELLAR DREAM BOW	3900	390	39	234	Starting Max	9 28	5 20	19 60	20 60	13 52
	STELLAR PRAYER BOW	4800	480	41	245	Starting Max	11 32	10 30	24 75	25 75	17 68
	STAR GATHERER BOW	6100	610	41	253	Starting Max	11 42	13 40	24 90	25 90	24 83
	STAR CROSSER BOW	8300	830	43	261	Starting Max	14 56	13 50	28 99	32 99	28 94
	STAR CROSSER BOW+	8300	830	43	274	Starting Max	14 64	13 58	28 99	32 99	28 99

Description - A radiant bow that fires sparkling arrows. Once belonged to a sage that wandered the galaxy.



LILIKA'S MAIN WEAPONS (CONT.)

Weapon Name	Price		Stats		Element Attack Power					
	Buy	Sell	LVL	ATK		Fire	Ice	Elec	Wind	Holy
MOONLIGHT BOW	5400	540	42	256	Starting Max	9 32	18 62	18 58	12 48	16 60
MOONRAY BOW	6800	680	44	267	Starting Max	11 35	26 78	22 72	19 60	22 75
MOONSONG BOW	11000	1100	46	276	Starting Max	12 45	27 92	30 88	21 75	23 90
MOONBEAM BOW	14200	1420	46	283	Starting Max	19 67	29 99	30 99	29 88	30 99
MOONBEAM BOW+	14200	1420	46	296	Starting Max	19 75	29 99	30 99	29 96	30 99

Description - A piercing bow that fires arrows of light. Once belonged to a sage that wandered the galaxy.

Weapon Name	Price		Stats		Element Attack Power					
	Buy	Sell	LVL	ATK		Fire	Ice	Elec	Wind	Holy
SUNSTALKER BOW	9100	910	45	278	Starting Max	17 68	7 30	12 46	17 56	19 60
SUNFIGHTER BOW	12600	1260	46	289	Starting Max	23 82	10 32	15 58	21 72	20 76
SUNBRINGER BOW	15900	1590	47	298	Starting Max	26 94	14 45	24 75	29 86	24 90
SUNSLAYER BOW	19400	1940	48	300	Starting Max	34 99	20 70	30 88	32 96	24 99
SUNSLAYER BOW+	19400	1940	48	314	Starting Max	34 99	20 78	30 96	32 99	24 99

Description - A bow that fires large, sun-like fireballs. Once belonged to a sage that wandered the galaxy.

LILIKA'S SUB-WEAPONS

Weapon Name	Price		Stats		Element Attack Power					
	Buy	Sell	LVL	ATK		Fire	Ice	Elec	Wind	Holy
HUNTER'S HATCHET	500	50	10	83	Starting Max	15 52	6 20	3 10	8 28	6 20
WARRIOR'S HATCHET	640	64	13	92	Starting Max	20 67	8 25	3 12	10 33	6 23
HERO'S HATCHET	990	99	14	100	Starting Max	21 82	8 30	5 15	10 38	10 30
HERMIT'S HATCHET	1600	160	18	116	Starting Max	29 97	9 32	6 23	12 48	11 35
HERMIT'S HATCHET+	1600	160	18	125	Starting Max	29 99	9 39	6 30	12 55	11 42

Description - A hatchet used by Burkaquan warriors. Well-suited for clearing out vegetation.

Weapon Name	Price		Stats		Element Attack Power					
	Buy	Sell	LVL	ATK		Fire	Ice	Elec	Wind	Holy
TRITON HATCHET	770	77	16	108	Starting Max	6 20	16 50	8 32	5 18	2 10
MERMAID HATCHET	1200	120	19	124	Starting Max	6 23	21 65	10 37	7 25	3 10
SHARK HATCHET	2000	200	20	132	Starting Max	8 28	23 80	11 43	8 30	4 14
SEA DRAGON HATCHET	2900	290	23	148	Starting Max	10 32	32 95	19 56	8 32	6 20
SEA DRAGON HATCHET+	2900	290	23	158	Starting Max	10 39	32 99	19 64	8 39	6 27

Description - A standard hatchet used by fishermen. Larger than the Hunter's Hatchet.

Weapon Name	Price		Stats		Element Attack Power					
	Buy	Sell	LVL	ATK		Fire	Ice	Elec	Wind	Holy
MUD SPIDER HATCHET	770	77	22	140	Starting Max	9 32	13 50	5 18	3 12	13 48
BLACK WIDOW HATCHET	1200	120	25	156	Starting Max	10 35	18 67	6 22	3 13	18 63
HELLCRAWLER HATCHET	2000	200	26	164	Starting Max	11 40	21 84	7 28	4 15	23 78
DARK OROCHI HATCHET	2900	290	29	180	Starting Max	14 53	24 97	10 35	5 20	25 90
DARK OROCHI HATCHET+	2900	290	29	191	Starting Max	14 61	24 99	10 42	5 27	25 98

Description - A standard hatchet used by fishermen. Larger than the Hunter's Hatchet.

Weapon Name	Price		Stats		Element Attack Power					
	Buy	Sell	LVL	ATK		Fire	Ice	Elec	Wind	Holy
MANEATER'S HATCHET	2400	240	28	172	Starting Max	17 55	8 28	14 47	3 10	6 20
OGRE'S HATCHET	3500	350	30	188	Starting Max	17 68	11 35	19 62	3 10	7 25
BABYLON'S HATCHET	4800	480	31	196	Starting Max	29 84	12 40	19 78	4 13	8 30
TYPHON'S HATCHET	6100	610	33	212	Starting Max	32 98	14 47	32 95	7 22	9 33
TYPHON'S HATCHET+	6100	610	33	223	Starting Max	32 99	14 54	32 99	7 29	9 40

Description - A hatchet that was allegedly used by a darkness-dwelling, man-eating demon.

Weapon Name	Price		Stats		Element Attack Power					
	Buy	Sell	LVL	ATK		Fire	Ice	Elec	Wind	Holy
SPIRIT HATCHET	4300	430	32	204	Starting Max	6 20	11 35	8 30	12 45	16 60
HAMADRYAD HATCHET	5400	540	35	220	Starting Max	8 30	14 42	10 34	16 62	21 72
OREAD HATCHET	6800	680	36	228	Starting Max	13 40	16 50	12 43	19 78	25 84
ARTEMIS HATCHET	10000	1000	40	244	Starting Max	15 44	23 70	12 50	25 92	33 99
ARTEMIS HATCHET+	10000	1000	40	256	Starting Max	15 51	23 78	12 58	25 99	33 99

Description - A beautiful, translucent hatchet made from the souls of ancient spirits.

Weapon Name	Price		Stats		Element Attack Power					
	Buy	Sell	LVL	ATK		Fire	Ice	Elec	Wind	Holy
FLAME MAGE HATCHET	4300	430	38	236	Starting Max	21 64	15 50	7 28	6 22	16 56
SPARK DRAGON HATCHET	5400	540	41	252	Starting Max	11 35	9 30	24 78	20 65	20 72
ICE WOLF HATCHET	6800	680	42	260	Starting Max	22 80	30 94	14 45	13 40	26 86
GALE GODDESS HATCHET	10000	1000	45	276	Starting Max	14 52	17 58	25 90	25 99	28 99
GALE GODDESS HATCHET+	10000	1000	45	289	Starting Max	14 60	17 66	25 98	25 99	28 99






Description - A beautiful, translucent hatchet made from the souls of ancient spirits.

WEAPON DATA






Weapon Name		Price		Stats		Element Attack Power					
		Buy	Sell	LVL	ATK		Fire	Ice	Elec	Wind	Holy
	UNICORN HATCHET	8300	830	44	268	Starting Max	13 52	15 58	16 62	8 28	15 60
	GREAT BEAST HATCHET	12100	1210	46	284	Starting Max	20 63	23 70	25 78	8 32	24 77
	BEAST KING HATCHET	14700	1470	47	292	Starting Max	20 77	24 92	25 88	13 45	25 88
	DIVINE BEAST HATCHET	18700	1870	48	300	Starting Max	22 82	29 99	27 99	22 73	34 99
	DIVINE BEAST HATCHET+	18700	1870	48	314	Starting Max	22 90	29 99	27 99	22 81	34 99

Description - A hatchet hewn from unicorn horn. Its holy power overwhelms other beasts.






JUPIS' MAIN WEAPONS

Weapon Name		Price		Stats		Element Attack Power					
		Buy	Sell	LVL	ATK		Fire	Ice	Elec	Wind	Holy
	MANIAC SPEAR	2000	200	22	138	Starting Max	5 18	14 50	7 22	11 32	2 8
	MIRAGE SPEAR	2900	290	23	140	Starting Max	5 22	21 65	8 28	12 37	2 8
	WASP STING	3900	390	24	142	Starting Max	8 28	24 80	10 32	12 42	3 13
	MARTIAL SPIRIT	5400	540	26	146	Starting Max	8 32	27 95	10 38	18 52	6 18
	MARTIAL SPIRIT+	5400	540	26	156	Starting Max	8 39	27 99	10 45	18 60	6 25






Description - A carefully crafted spear made from advanced Zerardian materials. Simple and easy to handle.

Weapon Name		Price		Stats		Element Attack Power					
		Buy	Sell	LVL	ATK		Fire	Ice	Elec	Wind	Holy
	PLANET SPEAR	2400	240	25	144	Starting Max	7 22	12 50	9 32	5 18	2 8
	ROUND SPEAR	3500	350	27	148	Starting Max	8 25	19 65	10 37	7 23	2 10
	DRIVING SPEAR	4800	480	28	157	Starting Max	9 30	27 80	13 42	9 28	4 15
	METAMORPHOSE SPEAR	6100	610	30	160	Starting Max	10 35	32 95	14 52	11 33	5 20
	METAMORPHOSE SPEAR+	6100	610	30	170	Starting Max	10 42	32 99	14 60	11 40	5 27






Description - A military weapon used by the Draxian cavalry. A black-market item, but first-class in power.

Weapon Name		Price		Stats		Element Attack Power					
		Buy	Sell	LVL	ATK		Fire	Ice	Elec	Wind	Holy
	HOLY JAVELIN	2900	290	28	158	Starting Max	5 20	2 10	13 50	6 26	17 54
	HOLY LANCE	4300	430	30	162	Starting Max	5 23	3 12	18 65	11 32	22 68
	HOLY CATHARSIS	5400	540	31	172	Starting Max	8 28	4 16	21 80	11 37	24 84
	SANCTUARY	6800	680	32	176	Starting Max	10 33	5 22	23 95	13 47	26 98
	SANCTUARY+	6800	680	32	187	Starting Max	10 40	5 29	23 99	13 54	26 99

Description - A unique weapon imbued with spiritual energy. Its holy power cleaves right through evil beasts.

Weapon Name		Price		Stats		Element Attack Power					
		Buy	Sell	LVL	ATK		Fire	Ice	Elec	Wind	Holy
	ASTRAL ROD	2900	290	31	174	Starting Max	8 30	4 16	2 10	16 52	17 52
	METEORITE ROD	4300	430	33	178	Starting Max	10 32	7 22	3 12	20 67	22 67
	DRAGONIC CORE	5400	540	34	189	Starting Max	10 38	8 28	4 15	24 80	29 84
	STELLAR STAFF	6800	680	36	193	Starting Max	12 48	10 32	6 22	26 94	29 99
	STELLAR STAFF+	6800	680	36	204	Starting Max	12 55	10 39	6 29	26 99	29 99

Description - A unique weapon imbued with spiritual energy. Its holy power cleaves right through evil beasts.

Weapon Name		Price		Stats		Element Attack Power					
		Buy	Sell	LVL	ATK		Fire	Ice	Elec	Wind	Holy
	ODIN'S SPEAR	3200	320	35	191	Starting Max	14 50	5 18	8 30	12 50	13 42
	FENRIR'S SPEAR	4500	450	36	195	Starting Max	17 65	8 27	10 35	16 65	13 48
	BESTLA'S SPEAR	6100	610	37	206	Starting Max	21 80	12 38	14 45	25 80	16 52
	GUNGNIR	8300	830	38	210	Starting Max	24 95	13 42	14 50	32 95	22 73
	GUNGNIR+	8300	830	38	221	Starting Max	24 99	13 49	14 58	32 99	22 81

Description - A demon spear. The evil power sealed within routs all enemies that cross its path.

Weapon Name		Price		Stats		Element Attack Power					
		Buy	Sell	LVL	ATK		Fire	Ice	Elec	Wind	Holy
	SAGE'S SPEAR	3900	390	37	208	Starting Max	5 18	7 26	17 50	16 50	13 46
	WARRIOR'S SPEAR	4800	480	39	212	Starting Max	7 26	11 32	20 65	21 65	14 52
	BATTLE SPEAR	6400	640	39	224	Starting Max	9 35	13 42	22 80	24 80	18 58
	WISE MAN'S SPEAR	7500	750	40	228	Starting Max	13 42	15 45	32 95	28 95	21 78
	WISE MAN'S SPEAR+	7500	750	40	240	Starting Max	13 49	15 52	32 99	28 99	21 86

Description - A spear used by a legendary fighting master. Its wielder shall inherit great wisdom.

Weapon Name		Price		Stats		Element Attack Power					
		Buy	Sell	LVL	ATK		Fire	Ice	Elec	Wind	Holy
	VALIANT WIND	4500	450	40	226	Starting Max	17 60	7 28	13 50	22 64	5 18
	RARE VALIANT	5100	510	41	230	Starting Max	19 75	8 32	22 65	22 78	10 30
	VALIANT LUSTER	5700	570	41	241	Starting Max	31 90	12 42	24 80	26 93	12 40
	ULTIMATE VALIANT	8300	830	42	244	Starting Max	34 99	15 58	29 90	34 99	17 52
	ULTIMATE VALIANT+	8300	830	42	256	Starting Max	34 99	15 66	29 98	34 99	17 60

Description - A Juraikan treasure passed down from antiquity. Its spearhead is the bone of an ancient beast.



JUPIS' MAIN WEAPONS (CONT.)

Weapon Name	Price		Stats		Element Attack Power					
	Buy	Sell	LVL	ATK		Fire	Ice	Elec	Wind	Holy
EMPEROR'S ROD	5100	510	42	242	Starting Max	6	17	7	14	22
EMPEROR'S STAFF	6400	640	43	248	Starting Max	9	23	10	19	22
IMPERIAL PIERCER	9100	910	43	258	Starting Max	12	24	12	23	30
DYNAMIC TRIUMPH	12100	1210	44	262	Starting Max	17	26	18	24	31
DYNAMIC TRIUMPH+	12100	1210	44	275	Starting Max	17	26	18	24	31

Description - A spear with the soul of a nameless ancient king. Its holy power is older than time itself.

Weapon Name	Price		Stats		Element Attack Power					
	Buy	Sell	LVL	ATK		Fire	Ice	Elec	Wind	Holy
SAINTLY MARCH	5100	510	44	260	Starting Max	14	15	7	20	16
SPIRIT CHORUS	6400	640	45	267	Starting Max	17	18	9	22	21
DIVINE BALLAD	9100	910	45	279	Starting Max	21	24	13	25	23
HEAVENLY ORATORIO	12100	1210	46	283	Starting Max	23	29	20	29	34
HEAVENLY ORATORIO+	12100	1210	46	296	Starting Max	23	29	20	29	34

Description - A spear with the soul of a nameless ancient king. Its holy power is older than time itself.

Weapon Name	Price		Stats		Element Attack Power					
	Buy	Sell	LVL	ATK		Fire	Ice	Elec	Wind	Holy
PIERCING GENIUS	9100	910	46	281	Starting Max	19	8	17	17	13
TOTAL GENIUS	13100	1310	47	289	Starting Max	23	11	22	20	20
HEAVENLY GENIUS	15900	1590	47	298	Starting Max	23	13	23	23	22
GENIUS FUSION	19400	1940	48	300	Starting Max	29	21	32	30	26
GENIUS FUSION+	19400	1940	48	314	Starting Max	29	21	32	30	26

Description - A state-of-the-art, hi-tech spear said to be the latest and greatest in the galaxy.

JUPIS' SUB-WEAPONS

Weapon Name	Price		Stats		Element Attack Power					
	Buy	Sell	LVL	ATK		Fire	Ice	Elec	Wind	Holy
FLYING SAUCER BOX	2000	200	22	146	Starting Max	5	6	9	17	3
FLYING SAUCER MAX	2600	260	23	155	Starting Max	6	6	11	18	3
FLYING BONUS BOX	3900	390	25	165	Starting Max	8	9	11	23	4
SOARING PLEASURE	5100	510	28	183	Starting Max	10	10	12	31	6
SOARING PLEASURE+	5100	510	28	194	Starting Max	10	10	12	31	6

Description - A box fitted with flying discs. Why not have some fun while fighting against enemies?

Weapon Name	Price		Stats		Element Attack Power					
	Buy	Sell	LVL	ATK		Fire	Ice	Elec	Wind	Holy
BLAZE SAUCER BOX	2400	240	26	174	Starting Max	16	2	5	8	4
BLAZE SAUCER MAX	3500	350	29	188	Starting Max	22	2	6	10	5
BLAZE BONUS MAX	4500	450	30	196	Starting Max	26	4	9	11	7
BURNING PLEASURE	5700	570	31	203	Starting Max	33	6	10	14	9
BURNING PLEASURE+	5700	570	31	214	Starting Max	33	6	10	14	9

Description - A box fitted with flame-based flying discs. Features rapid-fire capabilities.

Weapon Name	Price		Stats		Element Attack Power					
	Buy	Sell	LVL	ATK		Fire	Ice	Elec	Wind	Holy
FUN FUN POUCH	2400	240	31	198	Starting Max	2	15	17	8	5
FUNNY CLOWN POUCH	3500	350	32	208	Starting Max	3	18	22	11	7
TRICKSTER POUCH	4500	450	34	216	Starting Max	4	28	25	13	7
ILLUSIONIST J	5700	570	36	223	Starting Max	7	22	33	25	14
ILLUSIONIST J+	5700	570	36	235	Starting Max	7	22	33	25	14

Description - A box fitted with flame-based flying discs. Features rapid-fire capabilities.






Weapon Name	Price		Stats		Element Attack Power					
	Buy	Sell	LVL	ATK		Fire	Ice	Elec	Wind	Holy
OLD COIN PURSE	3200	320	35	218	Starting Max	15	5	13	2	9
LUCKY COIN PURSE	4300	430	37	228	Starting Max	19	6	16	2	10
FANCY COIN PURSE	5400	540	38	236	Starting Max	21	8	25	5	14
PURSETASTIC DREAM	6400	640	40	244	Starting Max	29	8	26	7	15
PURSETASTIC DREAM+	6400	640	40	256	Starting Max	29	8	26	7	15

Description - A charming disc holder that can fire two discs in separate directions.






Weapon Name	Price		Stats		Element Attack Power					
	Buy	Sell	LVL	ATK		Fire	Ice	Elec	Wind	Holy
HOMING SHOOTER	4800	480	39	238	Starting Max	5	18	10	12	8
HOMING COUNTER	6100	610	41	249	Starting Max	7	19	14	20	10
SONIC HOMING	7500	750	41	257	Starting Max	9	22	15	20	13
ULTRA HOMING	11000	1100	43	264	Starting Max	14	34	19	29	16
ULTRA HOMING+	11000	1100	43	277	Starting Max	14	34	19	29	16

Description - A first-class powerhouse disc holder whose homing discs fly in three directions.

WEAPON DATA





Weapon Name		Price		Stats		Element Attack Power					
		Buy	Sell	LVL	ATK		Fire	Ice	Elec	Wind	Holy
	MAJESTIC POCKET	4800	480	42	259	Starting Max	8 32	5 20	19 62	14 48	15 58
	UNIVERSE POCKET	6100	610	44	269	Starting Max	11 35	10 33	24 77	18 63	22 72
	MARVELOUS UNIVERSE	7500	750	44	278	Starting Max	12 44	11 42	28 93	20 78	24 88
	DIMENSION ZERO	11000	1100	46	284	Starting Max	18 60	17 50	28 99	25 90	30 99
	DIMENSION ZERO+	11000	1100	46	297	Starting Max	18 68	17 58	28 99	25 98	30 99

Description - A first-class powerhouse disc holder whose homing discs fly in three directions.

Weapon Name		Price		Stats		Element Attack Power					
		Buy	Sell	LVL	ATK		Fire	Ice	Elec	Wind	Holy
	UFO ATTACK SET	8300	830	45	279	Starting Max	15 58	17 52	20 60	8 28	20 62
	NEW UFO ATTACK SET	13100	1310	46	289	Starting Max	20 73	21 63	23 75	8 32	21 77
	THRILLING UFO SET	15900	1590	47	298	Starting Max	28 88	22 78	24 90	12 42	30 92
	UFO SQUADRON P	19400	1940	48	300	Starting Max	30 96	25 90	30 99	20 68	29 99
	UFO SQUADRON P+	19400	1940	48	314	Starting Max	30 99	25 98	30 99	20 76	29 99

Description - An amazing disc box that fires in three directions at once. Charge up for multiple hits on the enemy!






DEEGO'S MAIN WEAPONS

Weapon Name		Price		Stats		Element Attack Power					
		Buy	Sell	LVL	ATK		Fire	Ice	Elec	Wind	Holy
	HEAVY AXE	1400	140	22	140	Starting Max	7 28	6 23	5 17	2 52	2 10
	CRUSHING AXE	1800	180	22	142	Starting Max	10 35	9 28	6 22	18 65	2 10
	SOLDIER'S AXE	2900	290	23	143	Starting Max	12 42	9 33	8 27	26 78	4 15
	EX-SOLDIER	4300	430	25	146	Starting Max	13 50	12 38	9 32	29 95	5 20
	EX-SOLDIER+	4300	430	25	156	Starting Max	13 58	12 45	9 39	29 99	5 27




Description - Deego's standard equipment. A simple, solid, dual-blade battle axe.

Weapon Name		Price		Stats		Element Attack Power					
		Buy	Sell	LVL	ATK		Fire	Ice	Elec	Wind	Holy
	GREAT DANE	2200	220	29	175	Starting Max	13 50	2 10	13 55	8 27	4 18
	DARK HOUND	3200	320	30	178	Starting Max	20 66	3 10	19 70	10 32	6 22
	FIGHTING FANG	5100	510	31	189	Starting Max	22 78	5 15	23 86	11 38	8 28
	MARS DANE	6400	640	32	193	Starting Max	31 96	5 20	27 99	12 48	9 32
	MARS DANE+	6400	640	32	204	Starting Max	31 99	5 27	27 99	12 55	9 39



Description - An official weapon of the Longardian military. Its blade contains some sort of electronic gadget.

Weapon Name		Price		Stats		Element Attack Power					
		Buy	Sell	LVL	ATK		Fire	Ice	Elec	Wind	Holy
	SILVER AXE	1600	160	24	145	Starting Max	5 18	18 54	6 18	10 30	2 10
	ROUND SILVER	2400	240	25	148	Starting Max	7 22	18 68	8 25	10 35	2 10
	KNIGHT'S SILVER	3500	350	26	157	Starting Max	8 28	21 82	9 30	12 40	4 15
	SILVER COMMANDER	4800	480	27	161	Starting Max	9 32	31 96	11 34	15 48	7 25
	SILVER COMMANDER+	4800	480	27	171	Starting Max	9 39	31 99	11 41	15 55	7 32






Description - A high-level battle axe with a silver blade. Pulverizes enemies with incredible force.

Weapon Name		Price		Stats		Element Attack Power					
		Buy	Sell	LVL	ATK		Fire	Ice	Elec	Wind	Holy
	WATCHDOG	2200	220	31	192	Starting Max	18 58	7 26	11 38	5 18	14 50
	SNARLING WATCHDOG	3200	320	33	197	Starting Max	19 72	8 32	13 44	8 27	18 65
	MAD CERBERUS	5100	510	34	206	Starting Max	25 87	12 42	16 50	9 36	24 80
	RED TINDALOS	6400	640	36	210	Starting Max	30 99	15 48	21 70	12 43	26 95
	RED TINDALOS+	6400	640	36	221	Starting Max	30 99	15 55	21 78	12 50	26 99

Description - An official weapon of the Longardian military. Its blade contains some sort of electronic gadget.

Weapon Name		Price		Stats		Element Attack Power					
		Buy	Sell	LVL	ATK		Fire	Ice	Elec	Wind	Holy
	GOLDEN AXE	2000	200	26	158	Starting Max	15 52	8 30	14 48	2 10	5 20
	GOLDEN CREST	2900	290	28	162	Starting Max	22 64	9 35	20 65	3 12	6 25
	GENERAL'S GOLD	4500	450	28	173	Starting Max	24 82	11 40	21 80	4 15	9 28
	ZIPANGU AXE	6100	610	29	176	Starting Max	27 97	14 48	25 95	6 22	11 33
	ZIPANGU AXE+	6100	610	29	187	Starting Max	27 99	14 55	25 99	6 29	11 40

Description - A pricey battle axe with a golden blade. Covers all angles, preventing enemies from escaping.

Weapon Name		Price		Stats		Element Attack Power					
		Buy	Sell	LVL	ATK		Fire	Ice	Elec	Wind	Holy
	LIMIT BREAKER	2600	260	35	209	Starting Max	11 37	12 48	18 55	8 30	5 20
	LIMIT AVENGER	3900	390	36	216	Starting Max	12 42	20 62	24 73	10 35	8 28
	HUNGRY BREAKER	5400	540	37	224	Starting Max	14 48	23 78	25 89	10 42	9 38
	ILL-BRED RASCAL	7500	750	39	228	Starting Max	22 70	27 95	28 99	14 48	13 43
	ILL-BRED RASCAL+	7500	750	39	240	Starting Max	22 78	27 99	28 99	14 55	13 50

Description - An illegally modified military axe. Unleashes fierce plasma energy upon impact.



DEEGO'S MAIN WEAPONS (CONT.)

Weapon Name		Price		Stats		Element Attack Power					
		Buy	Sell	LVL	ATK		Fire	Ice	Elec	Wind	Holy
	ENDER'S POWER	3500	350	38	225	Starting Max	8 30	19 60	17 60	6 20	13 50
	TREASURE'S SWAY	4800	480	39	235	Starting Max	9 35	19 75	19 75	9 30	21 65
	OLYMPIAN TREASURE	6800	680	40	241	Starting Max	11 45	25 90	24 90	12 40	22 80
	EL DORADO	10000	1000	41	244	Starting Max	17 60	31 99	29 99	15 50	23 90
	EL DORADO+	10000	1000	41	256	Starting Max	17 68	31 99	29 99	15 58	23 98

Description - Daytron's top-of-the-line product. Its flashy trim is garish, but its power is overwhelming.

Weapon Name		Price		Stats		Element Attack Power					
		Buy	Sell	LVL	ATK		Fire	Ice	Elec	Wind	Holy
	BRAVE SPIRIT	3500	350	41	242	Starting Max	10 32	18 58	5 18	12 50	20 62
	BRAVE TESTAMENT	4800	480	42	250	Starting Max	11 35	21 75	9 32	19 63	21 75
	COURAGEOUS HERO	6800	680	42	258	Starting Max	15 45	30 90	11 38	24 78	25 94
	VAL DE LEGENDER	10000	1000	44	262	Starting Max	15 58	30 99	13 48	26 94	26 99
	VAL DE LEGENDER+	10000	1000	44	275	Starting Max	15 66	30 99	13 55	26 99	26 99

Description - Daytron's top-of-the-line product. Its flashy trim is garish, but its power is overwhelming.

Weapon Name		Price		Stats		Element Attack Power					
		Buy	Sell	LVL	ATK		Fire	Ice	Elec	Wind	Holy
	TITAN'S AXE	5700	570	43	261	Starting Max	15 60	8 33	14 47	17 60	20 60
	CHRONOS' AXE	8300	830	44	269	Starting Max	25 75	11 39	19 56	24 75	25 75
	URANOS' AXE	12100	1210	45	280	Starting Max	28 88	13 46	21 74	29 92	27 90
	GAEA'S AXE	14200	1420	46	283	Starting Max	31 99	17 68	27 87	30 99	31 99
	GAEA'S AXE+	14200	1420	46	296	Starting Max	31 99	17 76	27 95	30 99	31 99

Description - Once belonged to an ace warrior during the age of interstellar war.

Weapon Name		Price		Stats		Element Attack Power					
		Buy	Sell	LVL	ATK		Fire	Ice	Elec	Wind	Holy
	GRANDIUS	9100	910	45	282	Starting Max	16 63	14 48	13 53	9 32	19 64
	MASTER GRANDIUS	13100	1310	46	288	Starting Max	19 75	18 57	21 73	10 36	21 79
	ULTIMATE GRANDIUS	16600	1660	47	298	Starting Max	27 88	20 71	25 90	14 49	30 92
	RASPHERA GRANDIUS	19400	1940	48	300	Starting Max	33 99	22 88	30 99	18 67	34 99
	RASPHERA GRANDIUS+	19400	1940	48	314	Starting Max	33 99	22 96	30 99	18 75	34 99

Description - A battle axe made during the Star King's era. Its profound presence overwhelms its enemies.

DEEGO'S SUB-WEAPONS

Weapon Name		Price		Stats		Element Attack Power					
		Buy	Sell	LVL	ATK		Fire	Ice	Elec	Wind	Holy
	HEAVY VULCAN	1400	140	22	146	Starting Max	16 54	5 20	8 30	5 16	2 10
	ASSAULT VULCAN	2000	200	23	151	Starting Max	18 67	7 26	10 35	6 22	3 10
	HEAVY SLUGGER	2900	290	24	157	Starting Max	24 84	8 32	13 40	7 26	3 13
	BRAVE SLUGGER	4500	450	26	168	Starting Max	25 96	9 36	15 52	11 33	4 18
	BRAVE SLUGGER+	4500	450	26	178	Starting Max	25 99	9 43	15 60	11 40	4 25

Description - Standard equipment for Deego's right arm. A small, high-speed, rapid-fire Gatling cannon.

Weapon Name		Price		Stats		Element Attack Power					
		Buy	Sell	LVL	ATK		Fire	Ice	Elec	Wind	Holy
	GUARDIAN 44	1600	160	25	163	Starting Max	15 56	2 10	5 20	7 26	4 18
	GUARDIAN ZERO-G	2400	240	27	174	Starting Max	21 67	3 10	7 25	10 33	8 25
	GUARDIAN TRIPLE-S	3900	390	28	180	Starting Max	25 88	3 15	9 29	10 34	8 29
	GUARDIAN DEATH	5100	510	30	191	Starting Max	27 99	5 20	10 37	11 42	12 37
	GUARDIAN DEATH+	5100	510	30	202	Starting Max	27 99	5 27	10 44	11 49	12 44

Description - A small, rapid-fire Gatling cannon for Deego's right arm. Every shot packs earthshaking force.






Weapon Name		Price		Stats		Element Attack Power					
		Buy	Sell	LVL	ATK		Fire	Ice	Elec	Wind	Holy
	HOSTILE ZAPPER	1600	160	29	185	Starting Max	7 28	12 50	6 20	13 52	2 10
	BALLISTIC BLAST	2400	240	31	197	Starting Max	11 33	21 65	6 25	19 67	2 10
	CARPET BOMBER	3900	390	31	203	Starting Max	13 38	22 80	7 30	25 82	5 15
	EXTERMINATOR	5100	510	35	214	Starting Max	15 48	27 95	11 35	30 97	5 20
	EXTERMINATOR+	5100	510	35	225	Starting Max	15 55	27 99	11 42	30 99	5 27

Description - A small, rapid-fire Gatling cannon for Deego's right arm. Every shot packs earthshaking force.

Weapon Name		Price		Stats		Element Attack Power					
		Buy	Sell	LVL	ATK		Fire	Ice	Elec	Wind	Holy
	DEVASTATOR	2200	220	33	208	Starting Max	17 54	3 10	14 50	5 20	7 26
	PLUTO HORIZON	3200	320	36	220	Starting Max	21 68	3 13	21 65	8 25	7 29
	PUNISHING XANADU	4800	480	37	228	Starting Max	25 88	4 15	26 80	8 28	8 34
	DEVASTATING HELIOS	6400	640	39	237	Starting Max	30 98	5 20	28 98	11 35	14 44
	DEVASTATING HELIOS+	6400	640	39	249	Starting Max	30 99	5 27	28 99	11 42	14 51

Description - A small Gatling cannon that fires powerful explosives. Rapid-fire is not available.






WEAPON DATA

Weapon Name		Price		Stats		Element Attack Power					
		Buy	Sell	LVL	ATK		Fire	Ice	Elec	Wind	Holy
	KAISER PHALANX	4300	430	38	231	Starting Max	14 50	5 20	11 36	18 54	9 30
	KAISER LEGION	5700	570	40	242	Starting Max	18 65	9 30	13 42	20 68	11 35
	KAISER HAVASPRI	7500	750	41	251	Starting Max	26 80	10 38	15 48	21 82	12 47
	KAISER BASTION	12100	1210	43	260	Starting Max	29 96	11 43	21 69	25 97	14 50
	KAISER BASTION+	12100	1210	43	273	Starting Max	29 99	11 50	21 77	25 99	14 58

Description - A small Gatling cannon. The explosives it fires scatter into countless shots before the enemy.

Weapon Name		Price		Stats		Element Attack Power					
		Buy	Sell	LVL	ATK		Fire	Ice	Elec	Wind	Holy
	TARTAROS MAKER	4300	430	42	254	Starting Max	9 30	4 18	21 66	19 60	13 46
	TARTAROS SURVIVOR	5700	570	44	265	Starting Max	12 35	7 28	21 79	25 75	20 63
	DEAD-EYE TARTAROS	7500	750	44	275	Starting Max	15 45	9 38	26 94	29 90	20 78
	PENDRAGON FORCE	12100	1210	46	282	Starting Max	16 64	13 48	32 99	34 99	29 88
	PENDRAGON FORCE+	12100	1210	46	295	Starting Max	16 72	13 55	32 99	34 99	29 96

Description - A small Gatling cannon. The explosives it fires scatter into countless shots before the enemy.

Weapon Name		Price		Stats		Element Attack Power					
		Buy	Sell	LVL	ATK		Fire	Ice	Elec	Wind	Holy
	GALACTIC BUSTER	9100	910	45	277	Starting Max	21 68	7 28	16 48	17 60	17 56
	GALACTIC ASSAULT	13600	1360	46	288	Starting Max	23 80	10 34	20 62	24 74	19 70
	GALACTIC BOOM	15900	1590	47	297	Starting Max	25 92	16 48	20 74	26 90	23 86
	LOST GALAXY	19400	1940	48	300	Starting Max	25 99	16 63	29 92	31 99	31 99
	LOST GALAXY+	19400	1940	48	314	Starting Max	25 99	16 71	29 99	31 99	31 99

Description - A small Gatling cannon that fires ultra-powerful jumbo-size missiles, sending enemies flying.





ITEMS

JASTER'S OUTFITS

Outfit Name	Price		Defense	Elemental Resist				
	Buy	Sell		Fire	Ice	Elec	Wind	Holy
DESERT-DWELLER'S CLOTHES	4000	400	5	-	-	-	15	-

Description - A popular outfit on Rosa, combining sturdy cloth with a protector made of beast hide.

Outfit Name	Price		Defense	Elemental Resist				
	Buy	Sell		Fire	Ice	Elec	Wind	Holy
JUNGLE COAT	7500	750	6	15	-	-	-	-

Description - Cool, highly breathable clothing. The ample feathering keeps the bugs away.

Outfit Name	Price		Defense	Elemental Resist				
	Buy	Sell		Fire	Ice	Elec	Wind	Holy
PIRATE'S OUTFIT	9500	950	7	-	15	-	-	-

Description - Put these on to become a pirate in both body and soul. Clothes really do make the man.

Outfit Name	Price		Defense	Elemental Resist				
	Buy	Sell		Fire	Ice	Elec	Wind	Holy
DESERT CLAW'S OUTFIT	11000	1100	8	-	-	-	-	15

Description - Desert clothing made of heavy, finely-woven cloth. Not a single grain of sand can get inside.

Outfit Name	Price		Defense	Elemental Resist				
	Buy	Sell		Fire	Ice	Elec	Wind	Holy
CAPTAIN'S UNIFORM	12000	1200	9	-	-	15	-	-

Description - A fancy, frilly captain's outfit. Put it on and people will treat you very differently.

ZEGRAM'S OUTFITS

Outfit Name	Price		Defense	Elemental Resist				
	Buy	Sell		Fire	Ice	Elec	Wind	Holy
EBONY COAT	4900	490	5	15	-	-	-	-

Description - The Black Wolf's signature thick coat. Heavy and hard to move in, but still an old favorite.

Outfit Name	Price		Defense	Elemental Resist				
	Buy	Sell		Fire	Ice	Elec	Wind	Holy
WANDERER'S COAT	7000	700	6	-	-	-	15	-

Description - A coat suited for battle, regularly worn by hunters wandering the galaxy.

Outfit Name	Price		Defense	Elemental Resist				
	Buy	Sell		Fire	Ice	Elec	Wind	Holy
LUPINE COAT	9500	950	7	-	-	-	-	15

Description - A rugged coat. Only A-class hunters with the title "Wolf" are allowed to wear it.

Outfit Name	Price		Defense	Elemental Resist				
	Buy	Sell		Fire	Ice	Elec	Wind	Holy
SWORDSMAN'S GI	10000	1000	8	-	15	-	-	-

Description - An attractive piece of work, said to have been worn by a legendary vagrant swordsman.

Outfit Name	Price		Defense	Elemental Resist				
	Buy	Sell		Fire	Ice	Elec	Wind	Holy
MIDNIGHT CLOAK	12800	1280	9	-	-	15	-	-

Description - A dark outfit. Houses demons and goblins that invade the hearts of the weak.



KISALA'S OUTFITS

Outfit Name	Price		Defense	Elemental Resist				
	Buy	Sell		Fire	Ice	Elec	Wind	Holy
LIGHT SKIRT	4300	430	5	-	15	-	-	-

Description - Kisala's everyday wear. Easy to move around in, and fashionable to boot.

Outfit Name	Price		Defense	Elemental Resist				
	Buy	Sell		Fire	Ice	Elec	Wind	Holy
PHANTOM ROBE	7200	720	6	-	-	-	15	-

Description - A robe with a strange atmosphere to it. Inlaid with stunning Star Soul gems.

Outfit Name	Price		Defense	Elemental Resist				
	Buy	Sell		Fire	Ice	Elec	Wind	Holy
ARINA'S SLEEVE	9800	980	7	-	-	15	-	-

Description - Clothing modeled after a traditional dress suit, done in a reassuring style similar to culottes.

Outfit Name	Price		Defense	Elemental Resist				
	Buy	Sell		Fire	Ice	Elec	Wind	Holy
TRIBAL TWO-PIECE	10000	1000	8	15	-	-	-	-

Description - A stimulating two-piece set that's a cut above in style and sexiness.

Outfit Name	Price		Defense	Elemental Resist				
	Buy	Sell		Fire	Ice	Elec	Wind	Holy
HER MAJESTY'S ATTIRE	30000	3000	9	-	-	-	-	15

Description - A queen's vesture with a mysterious air about it. Its beauty is bewitching.

Outfit Name	Price		Defense	Elemental Resist				
	Buy	Sell		Fire	Ice	Elec	Wind	Holy
KISALA'S SWIMSUIT	22000	2200	9	-	-	-	-	15

Description - A cute two-piece swimsuit whose simple lines truly bring out the wearer's charms.

ITEM DATA



SIMON'S OUTFITS

Outfit Name	Price		Defense	Elemental Resist				
	Buy	Sell		Fire	Ice	Elec	Wind	Holy
SPACESUIT	4000	400	5	15	-	-	-	-

Description - A Daytron spacesuit that fits Simon's build.

Outfit Name	Price		Defense	Elemental Resist				
	Buy	Sell		Fire	Ice	Elec	Wind	Holy
COSMO JACKET	7000	700	6	-	15	-	-	-

Description - A carefully crafted space jacket popular among those in the know. Exemplary fit and design.

Outfit Name	Price		Defense	Elemental Resist				
	Buy	Sell		Fire	Ice	Elec	Wind	Holy
TRADITIONAL WORKSUIT	9500	950	7	-	-	-	15	-

Description - No matter how laid back you are, once you put this baby on, you'll be ready to work all night.

Outfit Name	Price		Defense	Elemental Resist				
	Buy	Sell		Fire	Ice	Elec	Wind	Holy
HAND-KNIT SWEATER	10000	1000	8	-	-	-	-	15

Description - A warm, hand-knit sweater. Just looking at it is enough to make the tears well up.

Outfit Name	Price		Defense	Elemental Resist				
	Buy	Sell		Fire	Ice	Elec	Wind	Holy
ZERO-G SUIT	12000	1200	9	-	-	15	-	-

Description - A space worksuit that happens to also work great as surface wear. Well suited for battle.

Outfit Name	Price		Defense	Elemental Resist				
	Buy	Sell		Fire	Ice	Elec	Wind	Holy
SHO'S CLOTHES	1000	100	9	15	-	-	-	-

Description - Simon's clothes from when he was still known as Sho. Filled with memories of Miyoko and Chie.

STEVE'S OUTFITS

Outfit Name	Price		Defense	Elemental Resist				
	Buy	Sell		Fire	Ice	Elec	Wind	Holy
TITANIUM ARMOR	4700	470	5	-	15	-	-	-

Description - Standard titanium armor, widely used as plating for robots.

Outfit Name	Price		Defense	Elemental Resist				
	Buy	Sell		Fire	Ice	Elec	Wind	Holy
REFLECT ARMOR	7000	700	6	-	-	-	-	15

Description - Tempered titanium armor. Highly resilient to physical attacks.

Outfit Name	Price		Defense	Elemental Resist				
	Buy	Sell		Fire	Ice	Elec	Wind	Holy
ZERANIUM ARMOR	9500	950	7	-	-	-	15	-

Description - Expensive armor made of scarce Zeranium metal. Equip to join the robot upper class.

Outfit Name	Price		Defense	Elemental Resist				
	Buy	Sell		Fire	Ice	Elec	Wind	Holy
ENERGY ARMOR	11500	1150	8	15	-	-	-	-

Description - Hi-tech armor made of a special metal that emits energy.

Outfit Name	Price		Defense	Elemental Resist				
	Buy	Sell		Fire	Ice	Elec	Wind	Holy
IZERIUM ARMOR	12000	1200	9	-	-	15	-	-

Description - The strongest armor in the galaxy. Only a select few robots can equip it.

LILIKA'S OUTFITS

Outfit Name	Price		Defense	Elemental Resist				
	Buy	Sell		Fire	Ice	Elec	Wind	Holy
WARRIOR'S CLOTHES	4000	400	5	-	-	-	15	-

Description - A common outfit among Burkaquan tribesmen. Made for the active warrior.

Outfit Name	Price		Defense	Elemental Resist				
	Buy	Sell		Fire	Ice	Elec	Wind	Holy
STEALTH CLOTHES	7800	780	6	-	15	-	-	-

Description - An outfit worn by sublime warriors of a faraway land who hold the sword in their hearts.

Outfit Name	Price		Defense	Elemental Resist				
	Buy	Sell		Fire	Ice	Elec	Wind	Holy
ROYAL SERVANT'S CLOTHES	9500	950	7	-	-	-	-	15

Description - An outfit handed down through generations of those who served their lord faithfully.

Outfit Name	Price		Defense	Elemental Resist				
	Buy	Sell		Fire	Ice	Elec	Wind	Holy
STAR TRAVELER'S OUTFIT	10500	1050	8	-	-	15	-	-

Description - Originally worn by those ousted from the village, it now also symbolizes the outcast's freedom.

Outfit Name	Price		Defense	Elemental Resist				
	Buy	Sell		Fire	Ice	Elec	Wind	Holy
SUN'S BELOVED WEAR	12000	1200	9	15	-	-	-	-

Description - The ancient ancestors of the Juraikan people were rumored to have worn these very clothes.



DEEGO'S OUTFITS

Outfit Name	Price		Defense	Elemental Resist				
	Buy	Sell		Fire	Ice	Elec	Wind	Holy
TAURUS ATTACHMENT	4900	490	5	-	-	-	15	-

Description - A strong, sturdy attachment that boasts air-tight construction.

Outfit Name	Price		Defense	Elemental Resist				
	Buy	Sell		Fire	Ice	Elec	Wind	Holy
HEAVY ATTACHMENT	7000	700	6	15	-	-	-	-

Description - A thick, heavy attachment made with an eye toward defensive effectiveness.

Outfit Name	Price		Defense	Elemental Resist				
	Buy	Sell		Fire	Ice	Elec	Wind	Holy
LONGARDIAN ARMOR	9500	950	7	-	-	15	-	-

Description - Super A-class armor from the Longardian forces. Only the most achieved soldiers are issued it.

Outfit Name	Price		Defense	Elemental Resist				
	Buy	Sell		Fire	Ice	Elec	Wind	Holy
DESTRUCTO ATTACHMENT	10000	1000	8	-	15	-	-	-

Description - An attachment tailor-made for Quans. It packs too much power for ordinary people to use well.

Outfit Name	Price		Defense	Elemental Resist				
	Buy	Sell		Fire	Ice	Elec	Wind	Holy
FULL METAL JACKET	12000	1200	9	-	-	-	-	15

Description - The only remaining battle gear from a Longardian assault force that existed 10 years ago.

JUPIS' OUTFITS

Outfit Name	Price		Defense	Elemental Resist				
	Buy	Sell		Fire	Ice	Elec	Wind	Holy
LEATHER WEAR	4000	400	5	-	15	-	-	-

Description - Jupis's favorite clothing, made from animal hides. What kind of animal is still unknown...

Outfit Name	Price		Defense	Elemental Resist				
	Buy	Sell		Fire	Ice	Elec	Wind	Holy
VINTAGE WEAR	7000	700	6	-	-	15	-	-

Description - Exquisite clothes made from only the best fabric. Most citizens are awestruck by it.

Outfit Name	Price		Defense	Elemental Resist				
	Buy	Sell		Fire	Ice	Elec	Wind	Holy
RIDING OUTFIT	9200	920	7	-	-	-	15	-

Description - A lightweight, highly breathable bike suit. The favorite of galactic space messengers.

Outfit Name	Price		Defense	Elemental Resist				
	Buy	Sell		Fire	Ice	Elec	Wind	Holy
LAB COAT	10000	1000	8	-	-	-	-	15

Description - A regular white lab coat. Jupis's defense rises when he puts it on. Exactly why is unknown.

Outfit Name	Price		Defense	Elemental Resist				
	Buy	Sell		Fire	Ice	Elec	Wind	Holy
HI-TECH MOBILE WEAR	12000	1200	9	15	-	-	-	-

Description - It's so hi-tech, computer chips are actually embedded into its fabric.



ELEMENTAL SHIELDS

Shield Icon	Price: Buy - 500 Sell - 50							
	Status Resist				Elemental Resist			
	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout
	-	-	-	-	-	-	-	-

Description - A simple, lightweight copper shield. protects against fire attacks.

Shield Icon	Price: Buy - 500 Sell - 50							
	Status Resist				Elemental Resist			
	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout
	-	-	-	-	-	-	-	-

Description - A silver shield made for expert fighters. Offers greater protection against fire damage.

Shield Icon	Price: Buy - 500 Sell - 50							
	Status Resist				Elemental Resist			
	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout
	-	-	-	-	-	-	-	-

Description - A top-class, rugged shield. You can rely on it to repel any fire attack.

Shield Icon	Price: Buy - 500 Sell - 50							
	Status Resist				Elemental Resist			
	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout
	-	-	-	-	-	-	-	-

Description - A simple, lightweight copper shield. Protects against ice attacks.

Shield Icon	Price: Buy - 500 Sell - 50							
	Status Resist				Elemental Resist			
	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout
	-	-	-	-	-	-	-	-

Description - A silver shield made for expert fighters. Offers greater protection against ice damage.

ITEM DATA

	BLIZZARD SHIELD										Price: Buy - 1000 Sell - 100	
	Status Resist					Elemental Resist						
Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Fire	Ice	Elec	Wind	Holy
-	-	-	-	-	-	-	-	-	60	-	-	-

Description - A top-class, rugged shield. You can rely on it to repel any ice attack.

	ELECTRO SHIELD										Price: Buy - 1000 Sell - 100	
	Status Resist					Elemental Resist						
Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Fire	Ice	Elec	Wind	Holy
-	-	-	-	-	-	-	-	-	-	25	-	-

Description - A simple, lightweight copper shield. Protects against thunder attacks.

	THUNDER SHIELD										Price: Buy - 1000 Sell - 100	
	Status Resist					Elemental Resist						
Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Fire	Ice	Elec	Wind	Holy
-	-	-	-	-	-	-	-	-	-	40	-	-

Description - A silver shield made for expert fighters. Offers greater protection against thunder damage.

	PLASMA SHIELD										Price: Buy - 1000 Sell - 100	
	Status Resist					Elemental Resist						
Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Fire	Ice	Elec	Wind	Holy
-	-	-	-	-	-	-	-	-	-	60	-	-

Description - A top-class, rugged shield. You can rely on it to repel any thunder attack.

	WIND SHIELD										Price: Buy - 1000 Sell - 100	
	Status Resist					Elemental Resist						
Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Fire	Ice	Elec	Wind	Holy
-	-	-	-	-	-	-	-	-	-	-	25	-

Description - A simple, lightweight copper shield. Protects against wind attacks.

	STORM SHIELD										Price: Buy - 1800 Sell - 180	
	Status Resist					Elemental Resist						
Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Fire	Ice	Elec	Wind	Holy
-	-	-	-	-	-	-	-	-	-	-	40	-

Description - A silver shield made for expert fighters. Offers greater protection against wind damage.

	TYPHOON SHIELD										Price: Buy - 1800 Sell - 180	
	Status Resist					Elemental Resist						
Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Fire	Ice	Elec	Wind	Holy
-	-	-	-	-	-	-	-	-	-	-	60	-

Description - A top-class, rugged shield. You can rely on it to repel any wind attack.

	SPIRIT SHIELD										Price: Buy - 1800 Sell - 180	
	Status Resist					Elemental Resist						
Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Fire	Ice	Elec	Wind	Holy
-	-	-	-	-	-	-	-	-	-	-	-	25

Description - A simple, lightweight copper shield. Protects against holy attacks.

	SAINT SHIELD										Price: Buy - 1800 Sell - 180	
	Status Resist					Elemental Resist						
Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Fire	Ice	Elec	Wind	Holy
-	-	-	-	-	-	-	-	-	-	-	-	40

Description - A silver shield made for expert fighters. Offers greater protection against holy damage.

	DEUS SHIELD										Price: Buy - 1800 Sell - 180	
	Status Resist					Elemental Resist						
Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Fire	Ice	Elec	Wind	Holy
-	-	-	-	-	-	-	-	-	-	-	-	60

Description - A top-class, rugged shield. You can rely on it to repel any holy attack.

STATUS GUARDS

	UNCONSCIOUS GUARD										Price: Buy - 700 Sell - 70	
	Status Resist					Elemental Resist						
Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Fire	Ice	Elec	Wind	Holy
-	-	-	-	-	-	-	50	8	8	8	8	8

Description - Reduces the chance of Unconscious status. Also offers some elemental protection.

	MIND GUARD										Price: Buy - 700 Sell - 70	
	Status Resist					Elemental Resist						
Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Fire	Ice	Elec	Wind	Holy
-	50	-	-	-	-	-	-	8	8	8	8	8

Description - Reduces the chance of Confused status. Also offers some elemental protection.

	FREEZE GUARD										Price: Buy - 700 Sell - 70	
	Status Resist					Elemental Resist						
Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Fire	Ice	Elec	Wind	Holy
-	-	-	-	-	-	50	-	8	8	8	8	8

Description - Reduces the chance of Frozen status. Also offers some elemental protection.

	DAZE GUARD										Price: Buy - 700 Sell - 70	
	Status Resist					Elemental Resist						
Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Fire	Ice	Elec	Wind	Holy
50	-	-	-	-	-	-	-	8	8	8	8	8

Description - Reduces the chance of Dazed status. Also offers some elemental protection.

	SHOCK GUARD										Price: Buy - 700 Sell - 70	
	Status Resist					Elemental Resist						
Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Fire	Ice	Elec	Wind	Holy
-	-	-	50	-	-	-	-	8	8	8	8	8

Description - Reduces the chance of Shocked status. Also offers elemental status protection.

	PARALYZE GUARD										Price: Buy - 700 Sell - 70	
	Status Resist					Elemental Resist						
Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Fire	Ice	Elec	Wind	Holy
-	-	-	-	-	50	-	-	8	8	8	8	8

Description - Reduces the chance of Paralyzed status. Also offers some elemental protection.

	POISON GUARD										Price: Buy - 700 Sell - 70	
	Status Resist					Elemental Resist						
Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Fire	Ice	Elec	Wind	Holy
-	-	-	-	50	-	-	-	8	8	8	8	8

Description - Reduces the chance of Poisoned status. Also offers some elemental protection.

	FLAME GUARD										Price: Buy - 700 Sell - 70	
	Status Resist					Elemental Resist						
Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Fire	Ice	Elec	Wind	Holy
-	-	50	-	-	-	-	-	8	8	8	8	8

Description - Reduces the chance of On Fire status. Also offers some elemental protection.

	STEALTH GUARD										Price: Buy - 700 Sell - 70	
	Status Resist					Elemental Resist						
Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Fire	Ice	Elec	Wind	Holy
-	-	-	-	-	-	-	-	-	-	-	-	-

Description - Hides your presence from weak enemies.






CONSUMABLE ITEMS






	HEAL POTION Description - Restores 50% of one ally's HP.	Max Stack # 50 Buy - 50 Sell - 5
	TRI-HEAL Description - Restores 50% of three allies' HP.	Max Stack # 50 Buy - 80 Sell - 8
	MAX HEAL Description - Fully restores one ally's HP.	Max Stack # 30 Buy - 150 Sell - 15
	PERFECT HEAL Description - Fully restores three allies' HP.	Max Stack # 30 Buy - 300 Sell - 30
	RECHARGE DRINK Description - Fully restores three allies' HP.	Max Stack # 30 Buy - 70 Sell - 7
	TRI-CHARGE Description - Fully restores three allies' AP.	Max Stack # 30 Buy - 120 Sell - 12
	ELIXIR Description - Fully restores one ally's HP and AP.	Max Stack # 20 Buy - 250 Sell - 25
	TRI-ELIXIR Description - Fully restores three allies' HP and AP.	Max Stack # 20 Buy - 350 Sell - 35
	PERFECT ELIXIR Description - Fully restores the HP and AP of everyone in the party, including those on standby.	Max Stack # 20 Buy - 550 Sell - 55
	RESURRECTION Description - Revives one ally with full HP.	Max Stack # 30 Buy - 200 Sell - 20
	TRI-RESURRECTION Description - Revives three allies with full HP. Any living allies will still have their HP restored.	Max Stack # 30 Buy - 500 Sell - 50
	PERFECT REVIVER Description - Revives and restores full HP to everyone in the party, including those on standby.	Max Stack # 30 Buy - 800 Sell - 80
	DIVINE HEALING Description - Cures any status ailment on one ally.	Max Stack # 30 Buy - 200 Sell - 20
	DIVINE BLESSING Description - Cures any status ailment on three allies.	Max Stack # 30 Buy - 300 Sell - 30
	WAKE-UP DROPS Description - Cures Unconscious status on three allies.	Max Stack # 30 Buy - 100 Sell - 10
	RELAXING AROMA Description - Cures Confusion status on three allies.	Max Stack # 30 Buy - 100 Sell - 10
	HOT BREATH Description - Cures Frozen status on three allies.	Max Stack # 30 Buy - 100 Sell - 10
	STAMINA EXTRACT Description - Cures Dazed status on three allies.	Max Stack # 30 Buy - 100 Sell - 10
	ELECTROLESS Description - Cures Shocked status on three allies.	Max Stack # 10 Buy - 100 Sell - 10
	PARALYSIS CURE Description - Cures Paralyzed status on three allies.	Max Stack # 10 Buy - 100 Sell - 10

	ANTIDOTE Description - Cures Poisoned status on three allies.	Max Stack # 10 Buy - 100 Sell - 10
	CO2 POWDER Description - Cures On Fire status on three allies.	Max Stack # 10 Buy - 100 Sell - 10
	STEALTH PILLS Description - AKA Invisibility Capsules. Hides your presence from weak enemies for a short duration.	Max Stack # 10 Buy - 200 Sell - 20
	STRENGTH STAR Description - Use in battle to raise all allies' attack power for a period of time.	Max Stack # 20 Buy - 250 Sell - 25
	GUARDIAN SPHERE Description - Use in battle to raise all allies' defense power for a period of time.	Max Stack # 20 Buy - 250 Sell - 25
	BRAVE SYMBOL Description - Use in battle to raise all allies' attack and defense power for a period of time.	Max Stack # 50 Buy - 50 Sell - 50
	DIVINE PROTECTION Description - Use in battle to raise all allies' immunity to status ailments for a period of time.	Max Stack # 50 Buy - 50 Sell - 50
	ATTACK SEAL Description - Use in battle to reduce the enemy's attack power for a period of time.	Max Stack # 20 Buy - 300 Sell - 30
	GUARD SEAL Description - Use in battle to reduce the enemy's defense power for a period of time.	Max Stack # 20 Buy - 300 Sell - 30
	TRAP CANCELLER Description - A useful tool that can disarm traps placed on treasure chests with 100% accuracy.	Max Stack # - Buy - 1000 Sell - 100

WEAPON BOOSTERS

	HYPER CRYSTAL Description - A precious crystal. Have Toady eat it to raise your weapon parameters!	Max Stack # 99 Buy - 2800 Sell - 280
	OMEGA STAR Description - A stone that shines brilliantly. Have Toady eat it to raise your weapon parameters!	Max Stack # 99 Buy - 2800 Sell - 280
	EXCELION SHARD Description - A fragment of battle power. Have Toady eat it to raise your weapon parameters!	Max Stack # 99 Buy - 5000 Sell - 500

KEY ITEMS

	TOADY Description - A bizarre-looking, yet oddly lovable frog. Ask it about its secret abilities.	Max Stack # - Buy - 0 Sell - 0
	BATTLE RECORDER Description - A handy item that records past battles. Check out its contents via the Main menu screen.	Max Stack # - Buy - 0 Sell - 0
	POWER GLOVE Description - A thick glove that exudes an immense power when worn.	Max Stack # - Buy - 0 Sell - 0
	BOMB Description - A bomb packed with explosives.	Max Stack # - Buy - 0 Sell - 0
	BROKEN FREEZE SHOT Description - A cool-looking gun that feels sooo hi-tech...but unfortunately, pulling the trigger does nothing.	Max Stack # - Buy - 0 Sell - 0

ITEM DATA

	BOOSTER OIL Description - Thick, sticky oil made from the Fire Fruit available on Juraika.	Max Stack # - Buy - 0 Sell - 0
	EXPIRED TRAVEL VISA Description - An old, well-thumbed pass. The printed expiration date passed two months ago.	Max Stack # - Buy - 0 Sell - 0
	GALACTIC TRAVEL VISA Description - A vital item used to facilitate space travel. Even pirates have to follow the rules.	Max Stack # - Buy - 0 Sell - 0
	MIO FAN CLUB CARD Description - A hyper-lovely membership card, number 0078500, that certifies the holder as a MIO fan.	Max Stack # - Buy - 0 Sell - 0
	MINE ID CARD Description - A gold card with the Morarty family's name on it. The photo portion has been fixed.	Max Stack # - Buy - 1500 Sell - 150
	KEEPSAKE COIN Description - A symbol of Gale and Deego's friendship. Its faded colors reveal the many years they had.	Max Stack # - Buy - 0 Sell - 0
	DORGENGOA'S COIN Description - A coin made by and for pirates. An engraving of a skull (not meat) marks the heads side.	Max Stack # - Buy - 0 Sell - 0
	HARRY'S BELL Description - A handcrafted bell made out of junk collected at the scrap yard.	Max Stack # - Buy - 0 Sell - 0
	ANCIENT CIRCUIT Description - A spherical circuit that came out of the body of an ancient demon. Extremely heavy.	Max Stack # - Buy - 0 Sell - 0
	ETERNAL KEYPLATE Description - A transparent plate with some kind of crest on it. Turns a gold color when held up to the sun.	Max Stack # - Buy - 0 Sell - 0
	STAR PENDANT Description - A memorial pendant received from Raul. Emits a soft, warm light.	Max Stack # - Buy - 0 Sell - 0
	BAG OF COINS Description - A bag of gold received from a traveler. Contains a letter and a large amount of gold.	Max Stack # - Buy - 0 Sell - 0
	BURST MODE SWITCH Description - A control switch similar to those used in RC cars. Used to turn Steve's Burst Mode on and off.	Max Stack # - Buy - 0 Sell - 0
	INSECTRON LICENSE Description - An Insectron Tournament participation certificate. Needed to play in tournaments.	Max Stack # - Buy - 30000 Sell - 300
	PLATINUM LICENSE Description - Proof of AAA-Class Hunter status. Good for a 20% discount and secret sale items at shops.	Max Stack # - Buy - 0 Sell - 0
	GOLD LICENSE Description - Proof of AA-Class Hunter status. Good for a 20% discount at shops.	Max Stack # - Buy - 0 Sell - 0
	SILVER LICENSE Description - Proof of A-Class Hunter status. Good for a 10% discount at shops.	Max Stack # - Buy - 0 Sell - 0
	HUNTER COIN Description - A coin earned in Challenge Battles, among other places. Gather a lot and trade them for licenses.	Max Stack # 0 Buy - 2500 Sell - 250
	EARTH KEY Description - A rusty copper key that can open treasure chests.	Max Stack # - Buy - 0 Sell - 0
	STAR KEY Description - An elegant-looking silver key that can open treasure chests.	Max Stack # - Buy - 0 Sell - 0

	SUN KEY Description - An utterly gorgeous gold key that can open treasure chests.	Max Stack # - Buy - 0 Sell - 0
	PRISON BARRIER KEY Description - A stainless steel card key that opens the barrier wall in the prison.	Max Stack # - Buy - 0 Sell - 0
	FACTORY KEY Description - A specially issued factory card key. Originally meant for Daytron researchers.	Max Stack # - Buy - 0 Sell - 0
	PRISON EV STARTUP CHIP Description - A chip needed to start up the elevator in Rosencaster Prison.	Max Stack # - Buy - 0 Sell - 0
	GHOST SHIP GATE KEY Description - A golden key embedded with jewels... OK, we're lying. A badly rusted, shady-looking key.	Max Stack # - Buy - 0 Sell - 0
	KEY TO THE UNDERWORLD Description - A key obtained from a mysterious man on the Ghost Ship. What lies beyond its matching door?	Max Stack # - Buy - 0 Sell - 0
	OFFICER'S COIN Description - A coin Gale carried, soaked in the blood and sweat of his Longardian soldier days.	Max Stack # - Buy - 0 Sell - 0
	INFO EDGE Description - A portable information terminal. Check up on any info you've forgotten with this.	Max Stack # - Buy - 0 Sell - 0
	CANCER KING'S KEY PIECE Description - The mark of an ancient king, modeled after a powerful claw. Somewhat warm to the touch.	Max Stack # - Buy - 0 Sell - 0
	LEO KING'S KEY PIECE Description - The mark of an ancient king, modeled after a roaring lion. Somewhat warm to the touch.	Max Stack # - Buy - 0 Sell - 0
	LIBRA KING'S KEY PIECE The mark of an ancient king, modeled after a set of scales. Somewhat warm to the touch.	Max Stack # - Buy - 0 Sell - 0
	DRIGELLUM OF KINDNESS The energy of Kisaka's kindness, born from concern for her birth father.	Max Stack # - Buy - 0 Sell - 0
	DRIGELLUM OF COMPASSION Description - The energy of Simon's compassion, born from his feelings for Miyoko and Chie.	Max Stack # - Buy - 0 Sell - 0
	DRIGELLUM OF COURAGE Description - The energy of Lilika's courage, born from her acceptance of the truth.	Max Stack # - Buy - 0 Sell - 0
	DRIGELLUM OF PRIDE Description - The energy of Jupis's pride, born from his ability to overcome frustration.	Max Stack # - Buy - 0 Sell - 0
	DRIGELLUM OF DESIRE Description - The energy of Steve's desire, born from his will to become human.	Max Stack # - Buy - 0 Sell - 0
	DRIGELLUM OF LOVE Description - The energy of Zegram's love, born from his feelings for his lost sweetheart.	Max Stack # - Buy - 0 Sell - 0
	DRIGELLUM OF DREAMS Description - The energy of Jaster's dreams, born from his pure, forgotten childhood aspirations.	Max Stack # - Buy - 0 Sell - 0
	DRIGELLUM OF FRIENDSHIP Description - The energy of Deego's friendship, born from the burden of Gale's death.	Max Stack # - Buy - 0 Sell - 0



REVELATION FLOW ITEMS

	ANCIENT SCROLL I Description - A legendary scroll that contains the secrets of the Burning Strike. (Volume 1)	Max Stack #99 Buy - 3000 Sell - 300
	ANCIENT SCROLL II Description - A legendary scroll that contains the secrets of the Burning Strike. (Volume 2)	Max Stack #99 Buy - 5000 Sell - 500
	ANCIENT SCROLL III Description - A legendary scroll that contains the secrets of the Burning Strike. (Volume 3)	Max Stack #99 Buy - 7500 Sell - 750
	CAPTAIN'S SOCK Description - A sock with a pungent odor, soaked in the captain's sweat and soul.	Max Stack #- Buy - 200 Sell - 20
	LUBRICANT Description - Truly wondrous oil that can make any machine operate smoothly.	Max Stack #- Buy - 200 Sell - 20
	SPIRIT BELL Description - A bell with a beautiful sound, like an angel's singing voice.	Max Stack #- Buy - 200 Sell - 20
	ROSE OF PASSION Description - A beautiful rose in full crimson bloom.	Max Stack #- Buy - 200 Sell - 20
	SKULL NECKLACE Description - A skull necklace that's terrifying enough to make you freeze on the spot.	Max Stack #- Buy - 200 Sell - 20
	CURSED MASK Description - A weird mask used in a ceremonial curse. Look closely and you'll see bloodstains.	Max Stack #- Buy - 200 Sell - 20
	SILVER BANGLE Description - A real silver bangle, faded to just the right color.	Max Stack #- Buy - 200 Sell - 20
	LUNAR RIBBON Description - A chic ribbon with a fashionable moon design.	Max Stack #- Buy - 200 Sell - 20
	CUMULUS PENDANT Description - A cute handmade pendant crafted from clay.	Max Stack #- Buy - 200 Sell - 20
	MAGIC LIPSTICK Description - A strange tube of lipstick that changes color every time it is used.	Max Stack #- Buy - 200 Sell - 20
	MIRROR UNIT Description - A dependable mirror that reflects light from many different angles.	Max Stack #- Buy - 200 Sell - 20
	STAR EARRINGS Description - Cute little stars hang from them. A must-have item for girls.	Max Stack #- Buy - 200 Sell - 20
	PREMIERE TOY BOX Description - A carefully-made toy box packed with dreams and ideas.	Max Stack #- Buy - 200 Sell - 20
	ALLURING LAMP Description - A magical lamp that makes your heart go aflutter with joy.	Max Stack #- Buy - 200 Sell - 20
	NEBULADON EGG Description - A large, rugged egg that contains a dragon that travels across galaxies.	Max Stack #- Buy - 200 Sell - 20
	MERMAID'S SCALE Description - A fresh, clear scale from a mermaid. It sparkles in the sunlight.	Max Stack #- Buy - 200 Sell - 20
	CRYSTAL STAFF Description - A holy staff with a mysterious power sleeping within. Something might happen if you swing it.	Max Stack #- Buy - 200 Sell - 20

	GALACTIC COMPASS Description - A compass that contains the romantic dreams of the men who traverse the deep, vast galaxy.	Max Stack #- Buy - 200 Sell - 20
	LUCKY CLOVER Description - A small leaf that brings good luck. Bind it to your left wrist to use as a charm.	Max Stack #- Buy - 200 Sell - 20
	FORBIDDEN ADD-ON Description - Dark rumors never cease about this dangerous part. Don't go poking at it.	Max Stack #- Buy - 200 Sell - 20
	SEALING SUNSPHERE Description - A sealing sphere imbued with a golden sun that contains all energy.	Max Stack #- Buy - 200 Sell - 20
	DARK MUSIC BOX Description - A music box of death that plays a song of darkness. Do not open the lid...	Max Stack #- Buy - 200 Sell - 20
	TRUMPET OF GLORY Description - A golden trumpet that leads to adventure. Its rich, bold tones could fill the sky itself.	Max Stack #- Buy - 200 Sell - 20

ALCHEMY

	FLAME GOD'S STONE Description - A rock that holds the intense power of flame. Just holding it would likely cause burns.	Max Stack #- Buy - 150 Sell - 15
	ABSOLUTE ZERO STONE Description - A rock that holds the intense power of cold. You would likely freeze solid if you touched it.	Max Stack #- Buy - 150 Sell - 15
	THUNDER STONE Description - A rock that holds the intense power of thunder. Your body would tingle if you held it.	Max Stack #- Buy - 150 Sell - 15
	HOHO BIRD FEATHER Description - A soft feather from a Hoho Bird, whose song is mesmerizing.	Max Stack #- Buy - 150 Sell - 15
	DRAGON GOD SKULL Description - The ominous skull of the dragon god. It looks like it'll rattle to life at any moment.	Max Stack #- Buy - 150 Sell - 15
	DREAMFLOWER ASH Description - This powder's sedative properties are so strong that one grain will knock you unconscious.	Max Stack #- Buy - 150 Sell - 15
	DREAM MUSHROOM Description - A suspicious, shiny red mushroom. Looks like it could possibly cause confusion.	Max Stack #- Buy - 400 Sell - 40
	SNOW CREST Description - A charming snow crystal-shaped crest that is frozen solid.	Max Stack #- Buy - 150 Sell - 15
	SMOKED RAINBOW NEWT Description - Don't eat this by accident! You'll spend the rest of the day in a dazed state.	Max Stack #- Buy - 180 Sell - 18
	ELECTRIC EEL Description - A dangerous eel that unleashes 1000 shocking volts of electricity. Tastes remarkably savory.	Max Stack #- Buy - 150 Sell - 15
	MEDUSA'S LOCKS Description - Mummified snakes writhing on the head of a goddess. Just looking at it causes paralysis!	Max Stack #- Buy - 150 Sell - 15
	QUEEN BEE STINGER Description - An extremely large stinger filled with a heaping dose of poison.	Max Stack #- Buy - 150 Sell - 15
	HELLPOT FLAME Description - A fearsome fire that burns inside a pot. Its flickering flames will never go out.	Max Stack #- Buy - 150 Sell - 15
	MYRIAD BRANCH Description - A branch clipped from the ethereal and everlasting Myriad Tree.	Max Stack #- Buy - 150 Sell - 15

ITEM DATA

MECHANICAL

	ENERGY CHARGER <i>Description</i> - A mechanism that absorbs energy from space and injects it into a variety of machines.	Max Stack # - Buy - 200 Sell - 20
	TACHYON MOTOR <i>Description</i> - A super high-speed motor that takes advantage of tachyon-particle energy reactions.	Max Stack # - Buy - 200 Sell - 20
	MILITARY-GRADE BATTERY <i>Description</i> - A rugged, well-used military battery. Look and you'll find Daytron written in small letters.	Max Stack # - Buy - 200 Sell - 20
	MOEBIUS BATTERY <i>Description</i> - The latest model of special batteries. Only special robots get one of these bad boys.	Max Stack # - Buy - 200 Sell - 20
	PRESSURE PUMP <i>Description</i> - An easy-to-use pump whose design hasn't changed since olden times.	Max Stack # - Buy - 200 Sell - 20
	CYCLONIC PUMP <i>Description</i> - A new generation pump that's ahead of its time. High performance and almost fully automated.	Max Stack # - Buy - 200 Sell - 20
	WALKIE-TALKIE <i>Description</i> - A high-grade walkie-talkie. Rose Nebula's electromagnetic field prevents it from working.	Max Stack # - Buy - 200 Sell - 20
	RETRO BOOMBOX <i>Description</i> - An old-fashioned boom box. You almost never see these anymore.	Max Stack # - Buy - 200 Sell - 20
	SPEAKER POD <i>Description</i> - A handy speaker that even works in the depths of outer space.	Max Stack # - Buy - 200 Sell - 20

CHIPS

	SUPER CPU <i>Description</i> - The latest CPU from Daytron. Classified for military use only.	Max Stack # - Buy - 550 Sell - 55
	O3 CPU <i>Description</i> - The latest CPU from Daytron. A hit product that's found wide household acceptance.	Max Stack # - Buy - 200 Sell - 20
	NANOMEMORY <i>Description</i> - An artificial memory circuit. Its abilities are said to surpass the human brain.	Max Stack # - Buy - 250 Sell - 25
	BIOMEMORY <i>Description</i> - A next-generation memory circuit superior to Nanomemory. Rumored to be self-replicating.	Max Stack # - Buy - 270 Sell - 27
	CHAOS CHIP <i>Description</i> - A new chip that digitizes the knowledge of alchemy. Much of its functionality is unknown.	Max Stack # 0 Buy - 300 Sell - 30
	SPACE COMPRESSOR <i>Description</i> - Basically, a space warp device. However, much about its real operation is unknown.	Max Stack # - Buy - 500 Sell - 50
	HYPER-GRAVITY SENSOR <i>Description</i> - A high performance gravity sensor. Originally made to detect approaching beasts.	Max Stack # - Buy - 520 Sell - 52
	PLASMA BURST CIRCUIT <i>Description</i> - A circuit that creates high energy via plasma power. Used in all kinds of devices.	Max Stack # - Buy - 600 Sell - 60
	BIOFEEDBACK CIRCUIT <i>Description</i> - A mystery circuit. Rumors say it's used in research into living weapons and Rune...	Max Stack # - Buy - 650 Sell - 65

METALS

	IRON CUBE <i>Description</i> - Just a plain old hunk of iron.	Max Stack # - Buy - 150 Sell - 15
	IRON BOARD <i>Description</i> - Just a plain old hunk of iron.	Max Stack # - Buy - 150 Sell - 15
	CARBON ALLOY <i>Description</i> - A metal that boasts top-class hardness. Free of impurities and easy to process.	Max Stack # - Buy - 180 Sell - 18
	REVOLVA ALLOY <i>Description</i> - Alloy that boasts top-class hardness. Works well with other metals.	Max Stack # - Buy - 250 Sell - 25
	ZERANIUM <i>Description</i> - A metal that boasts top-class hardness and ease of processing.	Max Stack # - Buy - 250 Sell - 25
	IZERIUM <i>Description</i> - A rare metal that boasts top-class hardness. Very stable and unweakened after processing.	Max Stack # - Buy - 260 Sell - 26
	IZERIUM ALLOY <i>Description</i> - Processed metal with above-average hardness. Try it out and feel the difference.	Max Stack # - Buy - 50 Sell - 50
	CONDUCTIVE LIQUI-METAL <i>Description</i> - A hi-tech metal that conducts electricity in liquid form. Rare, but highly versatile.	Max Stack # - Buy - 550 Sell - 55
	CHAMELEON PARTICULATE <i>Description</i> - The chameleon-like metal particles exhibit different properties based on its environment.	Max Stack # - Buy - 650 Sell - 65

GEMS

	DIAMOND <i>Description</i> - A stone with a palpable shine that conjures up images of noble beauty.	Max Stack # - Buy - 400 Sell - 40
	RUBY <i>Description</i> - A passionately red stone that conjures up images of intimately warm blood.	Max Stack # - Buy - 400 Sell - 40
	LAPIS LAZULI <i>Description</i> - A precious stone with mysterious power that conjures up images of the blue galaxy.	Max Stack # - Buy - 400 Sell - 40
	FIRESTONE <i>Description</i> - A gemstone with a mysterious energy that conjures up images of a blazing flame.	Max Stack # - Buy - 600 Sell - 60
	DARK ONYX <i>Description</i> - A mysteriously cool gemstone that conjures up images of an ice-cold heart.	Max Stack # - Buy - 600 Sell - 60
	NEBULA OPAL <i>Description</i> - A mysterious multicolored gemstone that emits tiny strands of light.	Max Stack # - Buy - 650 Sell - 65
	SEVENTHMOON <i>Description</i> - A mysteriously fresh and beautiful gemstone, reminiscent of the clear wind.	Max Stack # - Buy - 650 Sell - 65
	STELLA CRYSTAL <i>Description</i> - A mysteriously pure and magnificent gemstone, like an angel flapping his wings.	Max Stack # - Buy - 700 Sell - 70
	EDENSIA <i>Description</i> - A mysterious, glittering stone. Thought to be a piece of the legendary planet Eden.	Max Stack # - Buy - 900 Sell - 90



BAIT

	SANCHEZ FRUIT <i>Description</i> - A sweet, rich, highly nutritious fruit, the staple food of the Juraikan people.	Max Stack # - Buy - 150 Sell - 15
	MELLOW BANANA <i>Description</i> - A banana with a very full-bodied, mellow taste. Very nutritious, too, of course.	Max Stack # - Buy - 150 Sell - 15
	STICKY GUM <i>Description</i> - A gloopy, yummy, all-around fun sort of gum. All the rage among kids in Zerardian toy shops!	Max Stack # - Buy - 120 Sell - 12
	HARD CANDY <i>Description</i> - A delectable fruit candy that moistens your mouth with one lick.	Max Stack # - Buy - 100 Sell - 10
	YAGO MILK <i>Description</i> - A light, slightly sweet type of milk. Packed with vitamins and an effective beauty aid.	Max Stack # - Buy - 150 Sell - 15
	JURAIKAN COFFEE BEANS <i>Description</i> - Also known as "Burkaqua Mountain." Rare beans with a fragrant aroma.	Max Stack # - Buy - 150 Sell - 15
	ULTRASPICY PEPPER <i>Description</i> - The hottest pepper in the galaxy. Cannot be eaten without an accompanying flow of tears.	Max Stack # - Buy - 180 Sell - 18
	PRIMEVAL BEEF <i>Description</i> - Juicy meat cooked to a golden brown. Just looking at it is enough to make you drool.	Max Stack # - Buy - 280 Sell - 28
	PIRATE'S GROG <i>Description</i> - Puts hair on your chest...then burns it off. 80% alcohol by volume.	Max Stack # - Buy - 250 Sell - 25
	ROYAL FRUIT <i>Description</i> - Food that lets you catch a very special Insector. Insector participants would kill for it.	Max Stack # - Buy - 18000 Sell - 1800



INSECTOR

	INSECTOR TRAP I <i>Description</i> - A basic collecting cage. Anyone into the Insector has one of these.	Max Stack # 1 Buy - 1000 Sell - 100
	INSECTOR TRAP II <i>Description</i> - A pot-shaped collecting cage which may give you an edge on ground-crawling Insectors.	Max Stack # 1 Buy - 1200 Sell - 120
	INSECTOR TRAP III <i>Description</i> - A birdcage-like collecting cage which may give you an edge on flying Insectors.	Max Stack # 1 Buy - 1400 Sell - 140
	REARING CAGE I <i>Description</i> - A rearing cage modeled after a green, natural landscape. Looks just like planet Juraika.	Max Stack # 1 Buy - 2000 Sell - 200
	REARING CAGE II <i>Description</i> - A rearing cage modeled after a chaotic natural landscape. Looks just like planet Rosa.	Max Stack # 1 Buy - 1800 Sell - 180
	REARING CAGE III <i>Description</i> - A rearing cage modeled after an abandoned ruin of iron scrap. Looks just like planet Vedan.	Max Stack # 1 Buy - 2200 Sell - 220
	BATTLE FEED <i>Description</i> - Battle feed that fans the fighting spirit of Insectors. Use within a rearing cage.	Max Stack # - Buy - 800 Sell - 80
	FEED FORMULA <i>Description</i> - A breeder's mix used to breed compatible Insectors. Use within a rearing cage.	Max Stack # - Buy - 800 Sell - 80

RARE ITEMS

	LUVANDA BLADE <i>Description</i> - A beautiful, artistic sword. Its engravings date back to the era of the Star King.	Max Stack # - Buy - 10000 Sell - 1000
	SHISKA'S NECKLACE <i>Description</i> - A necklace with a clear jewel. Carrying it makes you wishful for some reason.	Max Stack # - Buy - 13000 Sell - 1300
	LEOIGNON MAMMOTH TUSK <i>Description</i> - A bone from the biggest, strongest mammoth ever, said to have gone extinct 1000 years ago.	Max Stack # - Buy - 15000 Sell - 1500
	MIRROR OF TRUTH <i>Description</i> - Its straight, unadorned statements are like words from heaven.	Max Stack # - Buy - 7200 Sell - 720
	THE ANNALS OF HADES <i>Description</i> - AKA "The Hades Chronicle." A history book written in mysterious ancient lettering.	Max Stack # - Buy - 6000 Sell - 600
	CHARACTER MUG <i>Description</i> - This doll's smile is said to be a sign of the apocalypse. Its lips are beginning to curl up.	Max Stack # - Buy - 4600 Sell - 460
	ARBIN'S CHALICE <i>Description</i> - The grail of the dark elves that flourished long ago. Could once turn any liquid into wine.	Max Stack # - Buy - 5800 Sell - 580
	RAKSHASA HEART <i>Description</i> - A heart-shaped crystal. Put your ear to it to hear a strange rhythm.	Max Stack # - Buy - 8000 Sell - 800
	MAID ROBOT BETTY <i>Description</i> - A helper robot, as you'd expect. Despite her looks, she's pretty popular among robot fans.	Max Stack # - Buy - 12000 Sell - 1200

WEAPON DATA

WEAPON COMBO

The following tables encode all possible weapon combinations. Most players will find the optimal weapon recipes on p. XXX to be much more useful. The tables in this section are provided for completeness in case you want to devise your own recipes.

Each weapon is assigned an abbreviation, a letter followed by a number. Weapon names and their corresponding abbreviations are found on the left edge of each table. The letter represents the rank, with A being the least powerful rank. The numbers represent levels of weapons within that rank, with 1 being the least powerful weapon within a rank.

Each cell in the table is also color coded to illustrate patterns. Each rank has a specific hue, with different shades representing the weapons within a rank. Darker shades indicate more powerful weapons.

Plain Edge	A1
Grand Edge	A2
Wild Edge	A3
Star Edge	A4
Star Edge+	A5

The weapons are not ordered strictly by rank, but by relative power. This is why Rock Crusher is placed between Wild Edge and Star Edge, because it's more powerful than Wild Edge but not as powerful as Star Edge. This ordering is chosen both to more effectively illustrate patterns in the table, and to save space as described below.

Most weapons share combination properties with another weapon, so they are grouped together along the top of the tables. For example, Gaea Crusher and Shining Horn produce mostly the same results when combined with other weapons; hence B4 and C1 are grouped together. When combined with Plain Edge (A1), both result in Shining Spine (C2).

A1	+	C1	=	▲C2
A1	+	B4	=	▲C2
Plain Edge	+	Shining Horn	=	Shining Horn
Plain Edge	+	Gaea Crusher	=	Shining Horn

In order to look up specific combinations in the table, you may find it easiest to find the first component along the top, then find the proper row corresponding to the second component. For example, if you wanted to look up Rising Soul + Shining Spine, first identify Rising Soul's abbreviation on the left edge, which is D2. Find the column with D2 at the top. Now intersect it with the Shining Spine row, to find the result E2, which is Core Breaker.

WEAPON DATA KEY

SYMBOL	MEANING
▲	Combination produces a more powerful weapon than either component (based on ordering given in the table).
▼	Combination produces a less powerful weapon than the most powerful component.
■	Combination produces a weapon identical to the most powerful component.
★	At least one combination in this cell doesn't follow the normal pattern. These correspond to the Frog Note recipes (see p. XXX).






JASTER'S MAIN WEAPONS

Weapon Name	Abbr	A1	A2	A3	B1	A4	A5	C1	C2	C3	C4	C5	E1	E2	E3	E4	E5	G1	G2	G3	G4	G5	I1	I2	I3	I4		
		B2	B3	B4	B5	D1	D2	D3	D4	D5	F1	F2	F3	F4	F5	H1	H2	H3	H4	H5	J1	J2						
Plain Edge	A1	▲A3	▲A3	▲A4★	▲B2	▲A5★	▲C1	▲C2	▲C3	▲C4	▲C5	▲E1	▲E2	▲E3	▲E4	▲E5	▲G1	▲G2	▲G3	▲G4	▲G5	▲I1	▲I2	▲I3	▲J1	▲J2		
Grand Edge	A2	▲A3	▲B1	▲A4	▲B2★	▲A5★	▲C1★	▲C2	▲C3	▲C4	▲C5	▲E1	▲E2	▲E3	▲E4	▲E5	▲G1	▲G2	▲G3	▲G4	▲G5	▲I1	▲I2	▲I3	▲J1	▲J2		
Wild Edge	A3	▲A4★	▲A4	▲B2	▲B2★	▲B3	▲B4★	▲B5	▲C3	▲C4	▲C5	▲E1	▲E2	▲E3	▲E4	▲E5	▲G1	▲G2	▲G3	▲G4	▲G5	▲I1	▲I2	▲I3	▲I4	▲J2		
Rock Crusher	B1	▲B2	▲B2★	▲B2★	▲A5	▲B3★	▲B4	▲B5	▲C3	▲C4	▲C5	▲E1	▲E2	▲E3	▲E4	▲E5	▲G1	▲G2	▲G3	▲G4	▲G5	▲I1	▲I2	▲I3	▲I4	▲J2		
Star Edge	A4	▲A5★	▲A5★	▲B3	▲B3	▲C1	▲C2	▲C3	▲D1	▲D2	▲D3	▲D4	▲D5	▲F1	▲F2	▲F3	▲F4	▲F5	▲H1	▲H2	▲H3	▲H4	▲H5	▲J1	▲I4	▲I5		
Ridge Crusher	B2	▲A5	▲A5	▲B3	▲B3★	▲C1	▲C2	▲C3★	▲D1	▲D2	▲D3	▲D4	▲D5	▲F1	▲F2	▲F3	▲F4	▲F5	▲H1	▲H2	▲H3	▲H4	▲H5	▲J1	▲I4	▲I5		
Star Edge+	A5	▲C1	▲C1★	▲B4	▲B4	▲C2	▲B5	▲D1★	▲C4	▲C5★	▲E1	▲E2	▲E3	▲E4	▲E5	▲G1	▲G2	▲G3	▲G4	▲G5	▲I1	▲I2	▲I3	▲I4	▲J2	▲I5		
Volcano Crusher	B3	▲C1	▲C1	▲B4★	▲B4	▲C2	▲B5	▲D1	▲C4★	▲C5★	▲E1★	▲E2	▲E3	▲E4	▲E5	▲G1	▲G2	▲G3	▲G4	▲G5	▲I1	▲I2	▲I3	▲I4	▲J2	▲I5		
Shining Horn	C1	▲C2	▲C2	▲B5	▲B5	▲C3	▲D1★	▲C4	▲D2★	▲D3	▲D4	▲E2★	▲E3	▲E4	▲E5	▲G1	▲G2	▲G3	▲G4	▲G5	▲I1	▲I2	▲I3	▲I4	▲I5	▲J3		
Gaea Crusher	B4	▲C2	▲C2	▲B5	▲B5	▲C3★	▲D1	▲C4	▲D2	▲D3	▲D4★	▲E2★	▲E3	▲E4★	▲E5	▲G1	▲G2	▲G3	▲G4	▲G5	▲I1	▲I2	▲I3	▲I4	▲I5	▲J3		
Shining Spine	C2	▲C3	▲C3	▲C3	▲C3	▲D1	▲C4★	▲D2	▲C5	▲E1	▲E2	▲D5	▲F1★	▲F2	▲F3	▲F4	▲F5	▲H1	▲H2	▲H3	▲H4	▲H5	▲I3	▲I4	▲I5	▲K1		
Gaea Crusher+	B5	▲C3	▲C3	▲C3	▲C3	▲D1	▲C4	▲D2★	▲C5	▲E1	▲E2	▲D5	▲F1★	▲F2	▲F3	▲F4	▲F5	▲H1	▲H2	▲H3	▲H4	▲H5	▲I3	▲I4	▲I5	▲K1		
Shining Blazon	C3	▲C4	▲C4	▲C4	▲C4	▲D2	▲C5★	▲D3	▲E1	▲D4	▲E2	▲E3	▲E4	▲E5★	▲G1	▲G2	▲G3	▲G4	▲G5	▲I1	▲I2	▲H5	▲J1	▲J2	▲I5	▲K1		
Rising Sun	D1	▲C4	▲C4	▲C4	▲C4	▲D2	▲C5★	▲D3	▲E1	▲D4	▲E2	▲E3	▲E4	▲E5	▲G1★	▲G2	▲G3	▲G4★	▲G5	▲I1	▲I2	▲H5	▲J1	▲J2	▲I5	▲K1		
Shining Bravo	C4	▲C5	▲C5	▲C5	▲C5	▲D3	▲E1	▲D4★	▲E2	▲E2	▲D5	▲E3	▲E4	▲E5	▲G1	▲G2★	▲G3	▲G4	▲G5	▲I1	▲I2	▲I3	▲J1	▲J2	▲J3	▲K1		
Rising Soul	D2	▲C5	▲C5	▲C5	▲C5	▲D3	▲E1★	▲D4	▲E2	▲E2	▲D5	▲E3	▲E4	▲E5	▲G1	▲G2	▲G3	▲G4	▲G5	▲I1	▲I2	▲I3	▲J1	▲J2	▲J3	▲K1		
Shining Bravo+	C5	▲E1	▲E1	▲E1	▲E1	▲D4	▲E2	▲E2★	▲D5	▲E3	▲E3	▲F1	▲F2	▲F3	▲F4	▲F5	▲H1★	▲H2	▲H3	▲H4	▲H5	▲I3	▲I4	▲J2	▲J3	▲J4		
Crimson Fever	D3	▲E1	▲E1	▲E1	▲E1	▲D4	▲E2	▲E2★	▲D5	▲E3	▲E3	▲F1	▲F2	▲F3	▲F4★	▲F5	▲H1★	▲H2	▲H3	▲H4	▲H5	▲I3	▲I4	▲J2	▲J3	▲J4		
Metal Breaker	E1	▲E2	▲E2	▲E2	▲E2	▲D5	▲E3	▲E3	▲F1★	▲E4	▲E4	▲F2	▲E5	▲G1	▲G2	▲G3★	▲G4	▲G5★	▲I1	▲I2	▲H5	▲J1	▲I4	▲I5	▲J3	▲J4		
Solar Sword	D4	▲E2	▲E2	▲E2	▲E2	▲D5	▲E3	▲E3	▲F1★	▲E4	▲E4	▲F2	▲E5	▲G1	▲G2	▲G3	▲G4	▲G5	▲I1	▲I2	▲H5★	▲J1	▲I4	▲I5	▲J3	▲J4		
Core Breaker	E2	▲E3	▲E3	▲E3	▲E3	▲F1	▲E4	▲E4★	▲F2	▲E5	▲E5	▲F3	▲G1	▲F4	▲G2	▲G3	▲G4	▲G5	▲I1★	▲I2	▲I3	▲J1	▲J2	▲I5	▲K1	▲J4		
Solar Sword+	D5	▲E3	▲E3	▲E3	▲E3	▲F1	▲E4	▲E4	▲F2	▲E5★	▲E5	▲F3	▲G1	▲F4	▲G2	▲G3	▲G4	▲G5	▲I1	▲I2★	▲I3	▲J1	▲J2★	▲I5	▲K1	▲K2		
Full Breaker	E3	▲E4	▲E4	▲E4	▲E4	▲F2	▲E5	▲E5	▲F3	▲G1★	▲G1	▲F4	▲G2	▲G2	▲F5	▲H1	▲H2	▲H3	▲H4	▲H5★	▲I3	▲I4★	▲J2	▲J3	▲K1	▲K2		
Murakumo Type-0	F1	▲E4	▲E4	▲E4	▲E4	▲F2	▲E5	▲E5	▲F3	▲G1	▲G1	▲F4★	▲G2	▲G2	▲F5	▲H1	▲H2	▲H3	▲H4★	▲H5	▲I3★	▲I4	▲J2	▲J3★	▲K1	▲K2		
Sparo Breaker	E4	▲E5	▲E5	▲E5	▲E5	▲F3	▲G1	▲G1	▲F4	▲G2	▲G2★	▲F5	▲G3	▲G3	▲H1	▲G4	▲G5	▲I1	▲I2	▲H5	▲J1	▲I4★	▲I5	▲J3★	▲J4	▲J5		
Murakumo Type-X	F2	▲E5	▲E5	▲E5	▲E5	▲F3	▲G1	▲G1	▲F4	▲G2	▲G2	▲F5	▲G3★	▲G3	▲H1	▲G4	▲G5	▲I1	▲I2	▲H5	▲J1	▲I4	▲I5★	▲J3	▲J4★	▲J5		
Sparo Breaker+	E5	▲G1	▲G1	▲G1	▲G1	▲F4	▲G2	▲G2	▲F5	▲G3	▲G3	▲H1★	▲G4	▲G4	▲H2	▲G5	▲H3	▲I1	▲I2	▲I3	▲J1	▲J2	▲I5	▲K1	▲K2	▲J5★		
Murakumo Type-S	F3	▲G1	▲G1	▲G1	▲G1	▲F4	▲G2	▲G2	▲F5	▲G3	▲G3	▲H1★	▲G4	▲G4	▲H2	▲G5	▲H3	▲I1	▲I2	▲I3	▲J1	▲J2	▲I5	▲K1	▲K2★	▲J5		
Alexander	G1	▲G2	▲G2	▲G2	▲G2	▲F5	▲G3	▲G3	▲H1	▲G4★	▲G4	▲H2	▲G5	▲G5	▲H3	▲I1	▲I1	▲H4	▲H5	▲I3	▲I4	▲J2	▲J3	▲J4	▲K2	▲K3★		
Murakumo Type-EX	F4	▲G2	▲G2	▲G2	▲G2	▲F5	▲G3	▲G3	▲H1	▲G4	▲G4	▲H2	▲G5★	▲G5	▲H3	▲I1	▲I1	▲H4	▲H5	▲I3	▲I4	▲J2	▲J3	▲J4	▲K2	▲K3		
Alex Impulse	G2	▲G3	▲G3	▲G3	▲G3	▲H1	▲G4	▲G4	▲H2	▲G5	▲G5	▲H3	▲I1	▲I1	▲H4★	▲I2	▲I2	▲H5	▲H5	▲J1	▲I4	▲I5	▲K1	▲K2	▲J5	▲L1		
Murakumo Type-EX+	F5	▲G3	▲G3	▲G3	▲G3	▲H1	▲G4	▲G4	▲H2	▲G5	▲G5	▲H3	▲I1	▲I1★	▲H4	▲I2	▲I2	▲H5	▲H5	▲J1	▲I4	▲I5	▲K1	▲K2	▲J5	▲L1		
Alex Decider	G3	▲G4	▲G4	▲G4	▲G4	▲H2	▲G5	▲G5	▲H3	▲I1	▲I1	▲H4	▲I2	▲I2	▲H5★	▲H5	▲I3	▲I3	▲J1	▲J1	▲J2	▲J3	▲J4	▲K2	▲K3	▲K4		
Blizzard Edge	H1	▲G4	▲G4	▲G4	▲G4	▲H2	▲G5	▲G5	▲H3	▲I1	▲I1	▲H4	▲I2	▲I2★	▲H5	▲H5	▲I3	▲I3	▲J1	▲J1	▲J2	▲J3	▲J4	▲K2	▲K3	▲K4		
Olympias	G4	▲G5	▲G5	▲G5	▲G5	▲H3	▲I1	▲I1	▲H4	▲I2	▲I2	▲H5	▲H5★	▲I3	▲I3	▲J1	▲J1	▲I4	▲I4	▲J2	▲I5	▲K1	▲K2	▲J5	▲L1	▲K4		
Glacier Edge	H2	▲G5	▲G5	▲G5	▲G5	▲H3	▲I1	▲I1	▲H4	▲I2	▲I2	▲H5	▲H5	▲I3	▲I3★	▲J1	▲J1	▲I4	▲I4	▲J2	▲I5	▲K1	▲K2	▲J5	▲L1	▲K4		
Olympias+	G5	▲I1	▲I1	▲I1	▲I1	▲H4	▲I2	▲I2	▲H5	▲H5	▲I3	▲I3	▲J1	▲J1	▲I4	▲I4★	▲J2	▲J2	▲I5	▲J3	▲K1	▲J4	▲K2	▲K3	▲K4	▲L2		
Icicle Edge	H3	▲I1	▲I1	▲I1	▲I1	▲H4	▲I2	▲I2	▲H5	▲H5	▲I3	▲I3	▲J1	▲J1	▲I4★	▲I4	▲J2	▲J2	▲I5	▲J3	▲K1	▲J4	▲K2	▲K3	▲K4	▲L2		
Saba Luga	I1	▲I2	▲I2	▲I2	▲I2	▲H5	▲I3	▲I3	▲I3	▲J1	▲J1	▲I4	▲I4	▲J2★	▲J2	▲I5	▲J3	▲K1	▲J4	▲K2	▲K2	▲J5	▲K3	▲K4	▲K5			
Diamond Freezer	H4	▲I2	▲I2	▲I2	▲I2	▲H5	▲I3	▲I3	▲I3	▲J1	▲J1	▲I4	▲I4	▲J2	▲J2	▲I5★	▲I5	▲J3	▲K1	▲J4	▲K2	▲K2	▲J5	▲K3	▲K4	▲K5		
Saba Garuda	I2	▲I3	▲I3	▲I3	▲I3	▲J1	▲I4	▲I4	▲I4	▲J2	▲J2	▲J2	▲I5	▲I5	▲J3★	▲J3	▲K1	▲J4	▲K2	▲K2	▲J5	▲K3	▲K3	▲L1	▲L2	▲K5		
Diamond Freezer+	H5	▲I3	▲I3	▲I3	▲I3	▲J1	▲I4	▲I4	▲I4	▲J2	▲J2	▲J2	▲I5	▲I5	▲J3★	▲J3	▲K1	▲J4	▲K2	▲K2	▲J5	▲K3	▲K3	▲L1	▲L2	▲K5		
Dom Zolga	I3	▲J1	▲J1	▲I4	▲I4	▲I4	▲J2	▲I5	▲I5	▲I5	▲J3	▲J3	▲J3	▲K1	▲K1	▲J4	▲K2★	▲K2	▲J5	▲K3	▲L1	▲K4	▲K4	▲L2	▲L2	▲L3		
Phantom Slayer	J1	■J1	■J1	▲I4	▲I4	▲I4	▲J2	▲I5	▲I5	▲I5	▲J3	▲J3	▲J3	▲K1	▲K1	▲J4★	▲K2	▲K2	▲J5	▲K3	▲L1	▲K4	▲K4	▲L2	▲L2	▲L3		
Zelega Zenega	I4	▲J2	▲J2	▲J2	▲J2	▲I5	▲I5	▲J3	▲K1	▲K1	▲K1	▲J4	▲J4	▲K2	▲K2	▲J5	▲J5	▲K3★	▲L1	▲K4	▲K4	▲L2	▲K5	▲K5	▲L3	▲L3		
Spirit Calibur	J2	■J2	■J2	■J2	■J2	▲I5	▲I5	▲J3	▲J1	▲K1	▲K1	▲K1	▲J4	▲J4	▲K2	▲K2	▲J5	▲J5	▲K3	▲K3	▲L1	▲K4	▲K4★	▲L2	▲K5	▲K5	▲L3	▲L3
Zelega Zenega+	I5	▲J3	▲J3	▲J3	▲J3	▲J3	▲K1	▲K1	▲J4	▲J4	▲K2	▲K2	▲J5	▲J5	▲K3	▲K3	▲L1	▲K4★	▲L2	▲K5	▲K5	▲K5	▲K5	▲L3	▲L3	▲M1		
Arc Calibur	J3	■J3	■J3	■J3	■J3	■J3	▲K1	▲K1	▲J4	▲J4	▲K2	▲K2	▲J5	▲J5	▲K3	▲K3	▲L1	▲K4★	▲L2	▲K5	▲K5	▲K5	▲K5	▲L3	▲L3	▲M1		
Gustbringer	K1	▲J4	▲J4	▲J4	▲J4	▲J4	▲K2	▲K2	▲J5	▲J5	▲K3	▲K3	▲L1	▲L1	▲K4	▲K4	▲L2	▲L2	▲K5★	▲K5	▲K5	▲L3	▲L3	▲M1	▲M1	▲L4		
Grand Calibur	J4	■J4	■J4	■J4	■J4	■J4	▲K2	▲K2	▲J5	▲J5	▲K3	▲K3	▲L1	▲L1	▲K4	▲K4	▲L2	▲L2	▲K5	▲K5★	▲K5	▲L3	▲L3	▲M1	▲M1	▲L4		
Gustraiser	K2	▼J4	▼J4	▲J5	▲J5	▲J5	▲J5	▲K3	▲K3	▲L1	▲K4	▲K4	▲K4	▲L2	▲L2	▲K5	▲K5	▲K5	▲L3	▲L3★	▲M1	▲M1	▲M1	▲L4	▲L4	▲L4		
Grand Calibur+	J5	▼J4	▼J4	■J5	■J5	■J5	■J5	▲K3	▲K3	▲L1	▲K4	▲K4	▲K4	▲L2	▲L2	▲K5	▲K5	▲K5	▲L3	▲L3	▲M1★	▲M1	▲M1	▲L4	▲L4	▲L4		
Galeblazer	K3	▼J5	▼J5	▲L1	▲L1	▲L1	▲L1	▲K4	▲K4	▲K4	▲L2	▲L2	▲K5	▲K5	▲K5	▲L3	▲L3	▲L3	▲M1	▲M1	▲M1★	▲L4	▲L4	▲L4	▲M2	▲M2		
Demon Rouser	L1	▼J5	▼J5	■L1	■L1	■L1	■L1	▲K4	▲K4	▲K4	▲L2	▲L2	▲K5	▲K5	▲K5</													

WEAPON DATA

											
I5	K1	K2	K3	L1	K4	K5	M1	M2	M3	M4	M5
J3	J4	J5			L2	L3	L4	L5			
▲J3	▲J4	▲J4	▲J5	▲J5	▲L1	▲L1	▲L2	▲L2	▲L3	▲L3	▲L3
▲J3	▲J4	▲J4	▲J5	▲J5	▲L1	▲L1	▲L2	▲L2	▲L3	▲L3	▲L3
▲J3	▲J4	▲J5	▲L1	▲L1	▲L1	▲L2	▲L3	▲L3	▲L3	▲L3	▲L3
▲J3	▲J4	▲J5	▲L1	▲L1	▲L1	▲L2	▲L3	▲L3	▲L3	▲L3	▲L3
▲J3	▲J4	▲J5	▲L1	▲L1	▲L2	▲L3	▲L3	▲L3	▲L4	▲L4	▲L4
▲J3	▲J4	▲J5	▲L1	▲L1	▲L2	▲L3	▲L3	▲L3	▲L4	▲L4	▲L4
▲K1	▲K2	▲J5	▲L1	▲L1	▲L2	▲L3	▲L4	▲L4	▲L4	▲L4	▲L4
▲K1	▲K2	▲J5	▲L1	▲L1	▲L2	▲L3	▲L4	▲L4	▲L4	▲L4	▲L4
▲K1	▲K2	▲K3	▲K4	▲K4	▲L2	▲L3	▲L4	▲L4	▲L5	▲L5	▲L4
▲K1	▲K2	▲K3	▲K4	▲K4	▲L2	▲L3	▲L4	▲L4	▲L5	▲L5	▲L4
▲J4	▲J5	▲K3	▲K4	▲K4	▲K5	▲L3	▲L4	▲L5	▲L5	▲L5	▲L5
▲J4	▲J5	▲K3	▲K4	▲K4	▲K5	▲L3	▲L4	▲L5	▲L5	▲L5	▲L5
▲J4	▲J5	▲L1	▲K4	▲K4	▲K5	▲M1	▲L4	▲L5	▲L5	▲L5	▲L5
▲J4	▲J5	▲L1	▲K4	▲K4	▲K5	▲M1	▲L4	▲L5	▲L5	▲L5	▲L5
▲K2	▲K3	▲K4	▲L2	▲L2	▲K5	▲M1	▲L4	▲L5	▲M3	▲M4	▲L5
▲K2	▲K3	▲K4	▲L2	▲L2	▲K5	▲M1	▲L4	▲L5	▲M3	▲M4	▲L5
▲K2	▲K3	▲K4	▲L2	▲L2	▲L3	▲M1	▲M2	▲L5	▲M3	▲M4	▲M4
▲K2	▲K3	▲K4	▲L2	▲L2	▲L3	▲M1	▲M2	▲L5	▲M3	▲M4	▲M4
▲J5	▲L1	▲K4	▲K5	▲K5	▲L3	▲M1	▲M2	▲L5	▲M3	▲M4	▲M4
▲J5	▲L1	▲K4	▲K5	▲K5	▲L3	▲M1	▲M2	▲L5	▲M3	▲M4	▲M4
▲J5	▲L1	▲L2	▲K5	▲K5	▲L3	▲M1	▲M2	▲M3	▲M3	▲M4	▲M4
▲J5	▲L1	▲L2	▲K5	▲K5	▲L3	▲M1	▲M2	▲M3	▲M3	▲M4	▲M4
▲K3	▲K4	▲L2	▲K5	▲K5	▲M1	▲L4	▲M2	▲M3	▲M3	▲M4	▲M5
▲K3	▲K4	▲L2	▲K5	▲K5	▲M1	▲L4	▲M2	▲M3	▲M3	▲M4	▲M5
▲K3	▲K4	▲K5	▲L3	▲L3	▲M1	▲L4	▲M2	▲M3	▲M4	▲M4	▲M5
▲K3	▲K4	▲K5	▲L3	▲L3	▲M1	▲L4	▲M2	▲M3	▲M4	▲M4	▲M5
▲L1	▲L2	▲K5	▲L3	▲L3	▲M1	▲L4	▲M2	▲M3	▲M4	▲M4	▲M5
▲L1	▲L2	▲K5	▲L3	▲L3	▲M1	▲L4	▲M2	▲M3	▲M4	▲M4	▲M5
▲K4	▲L2	▲K5	▲L3	▲L3	▲M1	▲L4	▲L5	▲M3	▲M4	▲M4	▲M5
▲K4★	▲L2	▲K5	▲L3	▲L3	▲M1	▲L4	▲L5	▲M3	▲M4	▲M4	▲M5
▲K4	▲K5★	▲L3	▲M1	▲M1	▲L4	▲M2	▲L5	▲M3	▲M5	▲M5	▲M5
▲K4★	▲K5	▲L3	▲M1	▲M1	▲L4	▲M2	▲L5	▲M3	▲M5	▲M5	▲M5
▲L2	▲K5	▲L3★	▲M1	▲M1	▲L4	▲M2	▲L5	▲M3	▲M5	▲M5	▲M5
▲L2	▲K5★	▲L3	▲M1	▲M1	▲L4	▲M2	▲L5	▲M3	▲M5	▲M5	▲M5
▲K5	▲K5	▲M1	▲M1★	▲M1	▲L4	▲M2	▲L5	▲M4	▲M5	▲M5	▲M5
▲K5	▲K5	▲M1★	▲M1	▲M1	▲L4	▲M2	▲L5	▲M4	▲M5	▲M5	▲M5
▲K5	▲L3	▲M1	▲L4	▲L4	▲M2★	▲M2	▲L5	▲M4	▲M5	▲M5	▲M5
▲K5	▲L3	▲M1	▲L4	▲L4★	▲M2	▲M2	▲L5	▲M4	▲M5	▲M5	▲M5
▲K5	▲L3	▲M1	▲L4	▲L4	▲M2	▲L5★	▲M3	▲M4	▲M5	▲M5	▲M5
▲K5	▲L3	▲M1	▲L4	▲L4	▲M2★	▲L5	▲M3	▲M4	▲M5	▲M5	▲M5
▲L3	▲M1	▲L4	▲L4	▲L4	▲M2	▲L5	▲M3★	▲M4	▲M5	▲M5	▲M5
▲L3	▲M1	▲L4	▲L4	▲L4	▲M2	▲L5★	▲M3	▲M4	▲M5	▲M5	▲M5
▲L3	▲M1	▲L4	▲M2	▲M2	▲M2	▲L5	▲M3	▲M4	▲M5	▲M5	▲M5
▲L3	▲M1	▲L4	▲M2	▲M2	▲M2	▲L5	▲M3	▲M4	▲M5	▲M5	▲M5
▲M1	▲L4	▲L4	▲M2	▲M2	▲L5	▲M3	▲M3	▲M4	▲M5	▲M5	▲M5
▲M1	▲L4	▲L4	▲M2	▲M2	▲L5	▲M3	▲M3	▲M4	▲M5	▲M5	▲M5
▲L4	▲L4	▲M2	▲M2	▲M2	▲L5	▲M3	▲M3	▲M4	▲M5	▲M5	▲M5
▲L4	▲L4	▲M2	▲M2	▲M2	▲L5	▲M3	▲M3★	▲M4	▲M5	▲M5	▲M5
▲L4	▲M2	▲M2	▲L5	▲L5	▲L5	▲M3	▲M4	▲M5	▲M5	▲M5	▲M5
▲L4	▲M2	▲M2	▲L5	▲L5	▲L5	▲M3	▲M4	▲M5	▲M5	▲M5	▲M5
▲M2	▲M2	▲L5	▲L5	▲L5	▲M3	▲M3	▲M4	▲M5	▲M5	▲M5	▲M5
▲M2	▲M2	▲L5	▲L5	▲L5	▲M3	▲M3	▲M4	▲M5	▲M5	▲M5	▲M5
▲M2	▲L5	▲L5	▲M3	▲M3	▲M3	▲M4	▲M4	▲M5	▲M5	▲M5	▲M5
▲M2	▲L5	▲L5	▲M3	▲M3	▲M3	▲M4	▲M4	▲M5	▲M5	▲M5	▲M5
▲L5	▲L5	▲M3	▲M3	▲M3	▲M4	▲M4	▲M4	▲M5	▲M5	▲M5	▲M5





JASTER'S MAIN WEAPONS (CONT.)

Weapon Name	Abbr	A1	A2	A3	B1	A4	A5	C1	C2	C3	C4	C5	E1	E2	E3	E4	E5	G1	G2	G3	G4	G5	I1	I2	I3	I4
		B2	B3	B4		B5	D1	D2	D3	D4	D5	F1	F2	F3	F4	F5	H1	H2	H3	H4	H5	J1	J2			
Demon Medium	L2	▼L1	▼L1	▼L1	▼L1	■L2	■L2	■L2	▲K5	▲K5	▲K5	▲L3	▲L3	▲L3	▲M1	▲M1	▲M1	▲M1	▲L4	▲L4	▲L4	▲M2	▲M2★	▲M2	▲M2	▲L5
Gundarion+	K5	▼L1	▼L1	▼L2	▼L2	▲L3	▲L3	▲L3	▲L3	▲M1	▲M1	▲M1	▲M1	▲M1	▲L4	▲L4	▲L4	▲L4	▲M2	▲M2	▲M2	▲M2	▲L5★	▲L5	▲L5	▲M3
Adamon Raiser	L3	▼L1	▼L1	▼L2	▼L2	■L3	■L3	■L3	■L3	▲M1	▲M1	▲M1	▲M1	▲M1	▲L4	▲L4	▲L4	▲L4	▲M2	▲M2	▲M2	▲M2	▲L5	▲L5★	▲L5	▲M3
Judgment Halo	M1	▼L2	▼L2	▼L3	▼L3	▼L3	▲L4	▲L4	▲L4	▲L4	▲L4	▲M2	▲M2	▲M2	▲M2	▲M2	▲M2	▲L5	▲L5	▲L5	▲L5	▲L5	▲M3	▲M3	▲M3	▲M3
Lucifer's Adamon	L4	▼L2	▼L2	▼L3	▼L3	▼L3	■L4	■L4	■L4	■L4	■L4	▲M2	▲M2	▲M2	▲M2	▲M2	▲M2	▲L5	▲L5	▲L5	▲L5	▲L5	▲M3	▲M3★	▲M3	▲M3
Dazzling Halo	M2	▼L2	▼L2	▼L3	▼L3	▼L3	▼L4	▼L4	▲L5	▲L5	▲L5	▲L5	▲L5	▲M3	▲M3	▲M3	▲M3	▲M3	▲M3	▲M3	▲M4	▲M4	▲M4	▲M4	▲M4	▲M4
Lucifer's Adamon+	L5	▼L2	▼L2	▼L3	▼L3	▼L3	▼L4	▼L4	■L5	■L5	■L5	■L5	■L5	▲M3	▲M3	▲M3	▲M3	▲M3	▲M3	▲M3	▲M4	▲M4	▲M4	▲M4	▲M4	▲M4
Majestic Halo	M3	▼L3	▼L3	▼L3	▼L3	▼L4	▼L4	▼L5	▼L5	▼L5	■M3	■M3	■M3	■M3	■M3	■M3	■M3	■M4	■M4	■M5	■M5	■M5	■M5	■M5	■M5	■M5
Absolution Halo	M4	▼L3	▼L3	▼L3	▼L3	▼L4	▼L4	▼L5	▼L5	▼L5	■M4	■M4	■M4	■M4	■M4	■M4	■M4	■M4	■M5	■M5	■M5	■M5	■M5	■M5	■M5	■M5
Absolution Halo+	M5	▼L3	▼L3	▼L3	▼L3	▼L4	▼L4	▼L4	▼L5	▼L5	▼L5	▼M4	▼M4	▼M4	▼M4	■M5	■M5	■M5	■M5	■M5	■M5	■M5	■M5	■M5	■M5	■M5
Desert Seeker	N1	■N1	■N1	■N1	■N1	■N1	■N1	■N1	■N1	▲N2	▲N2	▲N2	▲N2	▲N2	▲N2	▲N2	▲N2	▲N2	▲N2	▲N2	▲N2	▲N2	▲N2	▲N2	▲N2	▲N2
Desert Seeker II	N2	▼N1	▼N1	▼N1	▼N1	■N2	■N2	■N2	■N2	■N2	■N2	■N2	■N2	▲N3	▲N3	▲N3	▲N3	▲N3	▲N3	▲N3	▲N3	▲N3	▲N3	▲N3	▲N3	▲N3
Desert Seeker III	N3	▼N1	▼N1	▼N2	▼N2	▼N2	▼N2	■N3	■N3	■N3	■N3	■N3	■N3	■N3	■N3	■N3	■N3	■N3	■N3	■N3	■N4	■N4	■N4	■N4	■N4	■N4
Earthshaker	N4	▼N1	▼N1	▼N2	▼N2	▼N3	▼N3	▼N3	▼N3	■N4	■N4	■N4	■N4	■N4	■N4	■N4	■N4	■N4	■N4	■N4	■N4	■N4	■N4	■N4	■N4	■N4
Pride of Kings	O1	■O1	■O1	■O1	■O1	■O1	■O1	■O1	■O1	■O1	■O1	▲O2	▲O2	▲O2	▲O2	▲O2	▲O2	▲O2	▲O2	▲O2	▲O2	▲O2	▲O2	▲O2	▲O2	▲O2
Pride of Kings II	O2	▼O1	▼O1	▼O1	▼O1	▼O1	■O2	■O2	■O2	■O2	■O2	■O2	■O2	■O2	▲O3	▲O3	▲O3	▲O3	▲O3	▲O3	▲O3	▲O3	▲O3	▲O3	▲O3	▲O3
Pride of Kings III	O3	▼O1	▼O1	▼O1	▼O1	▼O2	▼O2	▼O2	▼O2	▼O3	▼O3	▼O3	▼O3	▼O3	▼O3	▼O3	▼O3	▼O3	▼O3	▼O3	▼O3	▼O3	▼O3	▼O3	▼O3	▼O3
Kingdom Master	O4	▼O1	▼O1	▼O2	▼O2	▼O2	▼O2	▼O3	▼O3	▼O3	▼O3	▼O3	▼O3	▼O3	▼O3	▼O3	▼O3	▼O3	▼O3	▼O3	▼O3	▼O3	▼O3	▼O3	▼O3	▼O3
Duke Nightmare	P1	■P1	■P1	■P1	■P1	■P1	■P1	■P1	■P1	■P1	■P1	■P1	■P1	▲P2	▲P2	▲P2	▲P2	▲P2	▲P2	▲P2	▲P2	▲P2	▲P2	▲P2	▲P2	▲P2
Duke Nightmare II	P2	▼P1	▼P1	▼P1	▼P1	▼P1	▼P1	■P2	■P2	■P2	■P2	■P2	■P2	■P2	■P2	■P2	■P2	■P2	▲P3	▲P3	▲P3	▲P3	▲P3	▲P3	▲P3	▲P3
Duke Nightmare III	P3	▼P1	▼P1	▼P1	▼P1	▼P2	▼P2	▼P2	▼P2	■P3	■P3	■P3	■P3	■P3	■P3	■P3	■P3	■P3	■P3	■P3	■P3	■P3	■P3	■P3	■P3	■P3
Dark Cloud	P4	▼P1	▼P1	▼P1	▼P1	▼P2	▼P2	▼P3	▼P3	▼P3	▼P3	▼P3	▼P3	▼P3	▼P3	▼P3	▼P3	▼P3	▼P3	▼P3	▼P3	▼P3	▼P3	▼P3	▼P3	▼P3
Great Caesar	Q1	■Q1	■Q1	■Q1	■Q1	■Q1	■Q1	■Q1	■Q1	■Q1	■Q1	■Q1	■Q1	■Q1	■Q1	■Q1	■Q1	■Q1	■Q1	■Q1	■Q1	■Q1	■Q1	■Q1	■Q1	■Q1
Great Caesar II	Q2	▼Q1	▼Q1	▼Q1	▼Q1	▼Q1	▼Q1	▼Q1	■Q2	■Q2	■Q2	■Q2	■Q2	■Q2	■Q2	■Q2	■Q2	■Q2	■Q2	■Q2	■Q2	■Q2	■Q2	■Q2	■Q2	■Q2
Great Caesar III	Q3	▼Q1	▼Q1	▼Q1	▼Q1	▼Q1	▼Q2	▼Q2	▼Q2	▼Q2	▼Q2	▼Q2	▼Q2	▼Q2	▼Q2	▼Q2	▼Q2	▼Q2	▼Q2	▼Q2	▼Q2	▼Q2	▼Q2	▼Q2	▼Q2	▼Q2
Babylon Reborn	Q4	▼Q1	▼Q1	▼Q1	▼Q1	▼Q2	▼Q2	▼Q2	▼Q2	▼Q3	▼Q3	▼Q3	▼Q3	▼Q3	▼Q3	▼Q3	▼Q3	▼Q3	▼Q3	▼Q3	▼Q3	▼Q3	▼Q3	▼Q3	▼Q3	▼Q3
Cosmolore	R1	■R1	■R1	■R1	■R1	■R1	■R1	■R1	■R1	■R1	■R1	■R1	■R1	■R1	■R1	■R1	■R1	■R1	■R1	■R1	■R1	■R1	■R1	■R1	■R1	■R1
Cosmolore II	R2	▼R1	▼R1	▼R1	▼R1	▼R1	▼R1	▼R1	▼R1	■R2	■R2	■R2	■R2	■R2	■R2	■R2	■R2	■R2	■R2	■R2	■R2	■R2	■R2	■R2	■R2	■R2
Cosmolore III	R3	▼R1	▼R1	▼R1	▼R1	▼R1	▼R2	▼R2	▼R2	▼R2	▼R2	▼R2	■R3	■R3	■R3	■R3	■R3	■R3	■R3	■R3	■R3	■R3	■R3	■R3	■R3	■R3
Ragnarok	R4	▼R1	▼R1	▼R1	▼R1	▼R1	▼R2	▼R2	▼R2	▼R2	▼R3	▼R3	▼R3	▼R3	■R4	■R4	■R4	■R4	■R4	■R4	■R4	■R4	■R4	■R4	■R4	■R4
Ixion	S1	■S1	■S1	■S1	■S1	■S1	■S1	■S1	■S1	■S1	■S1	■S1	■S1	■S1	■S1	■S1	■S1	■S1	■S1	■S1	■S1	■S1	■S1	■S1	■S1	■S1
Ixion II	S2	▼S1	▼S1	▼S1	▼S1	▼S1	▼S1	▼S1	▼S1	▼S1	■S2	■S2	■S2	■S2	■S2	■S2	■S2	■S2	■S2	■S2	■S2	■S2	■S2	■S2	■S2	■S2
Ixion III	S3	▼S1	▼S1	▼S1	▼S1	▼S1	▼S1	▼S2	▼S2	▼S2	▼S2	▼S2	■S3	■S3	■S3	■S3	■S3	■S3	■S3	■S3	■S3	■S3	■S3	■S3	■S3	■S3
Guard Axis	S4	▼S1	▼S1	▼S1	▼S1	▼S1	▼S2	▼S2	▼S2	▼S3	▼S3	▼S3	▼S3	▼S3	▼S3	■S4	■S4	■S4	■S4	■S4	■S4	■S4	■S4	■S4	■S4	■S4
Pegasus Lord	T1	■T1	■T1	■T1	■T1	■T1	■T1	■T1	■T1	■T1	■T1	■T1	■T1	■T1	■T1	■T1	■T1	■T1	■T1	■T1	■T1	■T1	■T1	■T1	■T1	■T1
Pegasus Lord II	T2	▼T1	▼T1	▼T1	▼T1	▼T1	▼T1	▼T1	▼T1	▼T1	▼T1	▼T1	▼T1	▼T1	▼T1	▼T1	▼T1	▼T1	▼T1	▼T1	▼T1	▼T1	▼T1	▼T1	▼T1	▼T1
Pegasus Lord III	T3	▼T1	▼T1	▼T1	▼T1	▼T1	▼T1	▼T2	▼T2	▼T2	▼T2	▼T2	▼T2	▼T2	▼T2	▼T2	▼T2	▼T2	▼T2	▼T2	▼T2	▼T2	▼T2	▼T2	▼T2	▼T2
Gryphon Lord	T4	▼T1	▼T1	▼T1	▼T1	▼T1	▼T2	▼T2	▼T2	▼T2	▼T3	▼T3	▼T3	▼T3	▼T3	▼T3	▼T3	▼T3	▼T3	▼T3	▼T3	▼T3	▼T3	▼T3	▼T3	▼T3
Libra King's Sword	U1	■U1	■U1	■U1	■U1	■U1	■U1	■U1	■U1	■U1	■U1	■U1	▲U2	▲U2	▲U2	▲U2	▲U2	▲U2	▲U2	▲U2	▲U2	▲U2	▲U2	▲U2	▲U2	▲U2
Libra King's Pride	U2	▼U1	▼U1	■U2	■U2	■U2	■U2	■U2	■U2	■U2	■U2	■U2	■U2	■U2	▲U3	▲U3	▲U3	▲U3	▲U3	▲U3	▲U3	▲U3	▲U3	▲U3	▲U3	▲U3
Libra King's Fury	U3	▼U2	▼U2	▼U2	▼U2	▼U2	■U3	■U3	■U3	■U3	■U3	■U3	■U3	■U3	■U3	■U3	■U3	■U3	■U3	■U3	■U3	■U3	■U3	■U3	■U3	■U3
Ruler's Horn	U4	▼U3	▼U3	▼U3	▼U3	▼U3	▼U3	▼U3	■U4	■U4	■U4	■U4	■U4	■U4	■U4	■U4	■U4	■U4	■U4	■U4	■U4	■U4	■U4	■U4	■U4	■U4
Zeo Sychros	V1	■V1	■V1	■V1	■V1	■V1	■V1	■V1	■V1	■V1	■V1	■V1	■V1	■V1	■V1	■V1	■V1	■V1	■V1	■V1	■V1	■V1	■V1	■V1	■V1	■V1
Zeo Sychros II	V2	▼V1	▼V1	▼V1	▼V1	▼V1	▼V1	▼V1	▼V1	▼V1	▼V1	▼V1	▼V1	▼V1	▼V1	▼V1	▼V1	▼V1	▼V1	▼V1	▼V1	▼V1	▼V1	▼V1	▼V1	▼V1
Zeo Sychros III	V3	▼V1	▼V1	▼V1	▼V1	▼V1	▼V1	▼V1	▼V2	▼V2	▼V2	▼V2	▼V2	▼V2	▼V2	▼V2	▼V2	▼V2	▼V2	▼V2	▼V2	▼V2	▼V2	▼V2	▼V2	▼V2
Zeo Sychros X	V4	▼V1	▼V1	▼V1	▼V1	▼V1	▼V2	▼V2	▼V2	▼V2	▼V2	▼V3	▼V3	▼V3	▼V3	▼V3	▼V3	▼V3	▼V3	▼V3	▼V3	▼V3	▼V3	▼V3	▼V3	▼V3
Sword of Sin	W1	■W1	■W1	■W1	■W1	■W1	■W1	■W1	■W1	■W1	■W1	■W1	■W1	■W1	■W1	■W1	■W									

WEAPON DATA

I5	K1	K2			K4	K5	M1	M2			
J3	J4	J5	K3	L1	L2	L3	L4	L5	M3	M4	M5
▲L5	▲L5	▲M3	▲M3	▲M3	▲M4	▲M4	▲M4	▲M5	▲M5	▲M5	▲M5
▲M3	▲M3	▲M3	▲M4	▲M4	▲M4	▲M4	▲M5	▲M5	▲M5	▲M5	▲M5
▲M3	▲M3	▲M3	▲M4	▲M4	▲M4	▲M4	▲M5	▲M5	▲M5	▲M5	▲M5
▲M3★	▲M4	▲M4	▲M4	▲M4	▲M4	▲M5	▲M5	▲M5	▲M5	▲M5	▲M5
▲M3	▲M4	▲M4	▲M4	▲M4	▲M4	▲M5	▲M5	▲M5	▲M5	▲M5	▲M5
▲M4	▲M5	▲M5	▲M5	▲M5	▲M5	▲M5	▲M5	▲M5	▲M5	▲M5	▲M5
▲M4	▲M5	▲M5	▲M5	▲M5	▲M5	▲M5	▲M5	▲M5	▲M5	▲M5	▲M5
▲M5	▲M5	▲M5	▲M5	▲M5	▲M5	▲M5	▲M5	▲M5	▲M5	▲M5	▲M5
▲M5	▲M5	▲M5	▲M5	▲M5	▲M5	▲M5	▲M5	▲M5	▲M5	▲M5	▲M5
■M5	■M5	■M5	■M5	■M5	■M5	■M5	■M5	■M5	■M5	■M5	■M5
▲N2	▲N2	▲N2	▲N2	▲N2	▲N2	▲N2	▲N2	▲N2	▲N2	▲N2	▲N2
▲N3	▲N3	▲N3	▲N3	▲N3	▲N3	▲N3	▲N3	▲N3	▲N3	▲N3	▲N3
▲N4	▲N4	▲N4	▲N4	▲N4	▲N4	▲N4	▲N4	▲N4	▲N4	▲N4	▲N4
■N4	■N4	■N4	■N4	■N4	■N4	■N4	■N4	■N4	■N4	■N4	■N4
▲O2	▲O2	▲O2	▲O2	▲O2	▲O2	▲O2	▲O2	▲O2	▲O2	▲O2	▲O2
▲O3	▲O3	▲O3	▲O3	▲O3	▲O3	▲O3	▲O3	▲O3	▲O3	▲O3	▲O3
▲O4	▲O4	▲O4	▲O4	▲O4	▲O4	▲O4	▲O4	▲O4	▲O4	▲O4	▲O4
■O4	■O4	■O4	■O4	■O4	■O4	■O4	■O4	■O4	■O4	■O4	■O4
▲P2	▲P2	▲P2	▲P2	▲P2	▲P2	▲P2	▲P2	▲P2	▲P2	▲P2	▲P2
▲P3	▲P3	▲P3	▲P3	▲P3	▲P3	▲P3	▲P3	▲P3	▲P3	▲P3	▲P3
▲P4	▲P4	▲P4	▲P4	▲P4	▲P4	▲P4	▲P4	▲P4	▲P4	▲P4	▲P4
■P4	■P4	■P4	■P4	■P4	■P4	■P4	■P4	■P4	■P4	■P4	■P4
▲Q2	▲Q2	▲Q2	▲Q2	▲Q2	▲Q2	▲Q2	▲Q2	▲Q2	▲Q2	▲Q2	▲Q2
▲Q3	▲Q3	▲Q3	▲Q3	▲Q3	▲Q3	▲Q3	▲Q3	▲Q3	▲Q3	▲Q3	▲Q3
▲Q4	▲Q4	▲Q4	▲Q4	▲Q4	▲Q4	▲Q4	▲Q4	▲Q4	▲Q4	▲Q4	▲Q4
■Q4	■Q4	■Q4	■Q4	■Q4	■Q4	■Q4	■Q4	■Q4	■Q4	■Q4	■Q4
▲R2	▲R2	▲R2	▲R2	▲R2	▲R2	▲R2	▲R2	▲R2	▲R2	▲R2	▲R2
▲R3	▲R3	▲R3	▲R3	▲R3	▲R3	▲R3	▲R3	▲R3	▲R3	▲R3	▲R3
■R3	▲R4	▲R4	▲R4	▲R4	▲R4	▲R4	▲R4	▲R4	▲R4	▲R4	▲R4
■R4	■R4	■R4	■R4	■R4	■R4	■R4	■R4	■R4	■R4	■R4	■R4
▲S2	▲S2	▲S2	▲S2	▲S2	▲S2	▲S2	▲S2	▲S2	▲S2	▲S2	▲S2
▲S3	▲S3	▲S3	▲S3	▲S3	▲S3	▲S3	▲S3	▲S3	▲S3	▲S3	▲S3
■S3	■S3	■S3	■S4	■S4	■S4	■S4	■S4	■S4	■S4	■S4	■S4
■S4	■S4	■S4	■S4	■S4	■S4	■S4	■S4	■S4	■S4	■S4	■S4
▲T2	▲T2	▲T2	▲T2	▲T2	▲T2	▲T2	▲T2	▲T2	▲T2	▲T2	▲T2
▲T3	▲T3	▲T3	▲T3	▲T3	▲T3	▲T3	▲T3	▲T3	▲T3	▲T3	▲T3
■T3	■T3	■T3	■T3	■T3	■T3	■T4	■T4	■T4	■T4	■T4	■T4
■T4	■T4	■T4	■T4	■T4	■T4	■T4	■T4	■T4	■T4	■T4	■T4
▲U2	▲U2	▲U2	▲U2	▲U2	▲U2	▲U2	▲U2	▲U2	▲U2	▲U2	▲U2
▲U3	▲U3	▲U3	▲U3	▲U3	▲U3	▲U3	▲U3	▲U3	▲U3	▲U3	▲U3
▲U4	▲U4	▲U4	▲U4	▲U4	▲U4	▲U4	▲U4	▲U4	▲U4	▲U4	▲U4
■U4	■U4	■U4	■U4	■U4	■U4	■U4	■U4	■U4	■U4	■U4	■U4
▲V2	▲V2	▲V2	▲V2	▲V2	▲V2	▲V2	▲V2	▲V2	▲V2	▲V2	▲V2
▲V3	▲V3	▲V3	▲V3	▲V3	▲V3	▲V3	▲V3	▲V3	▲V3	▲V3	▲V3
■V3	■V3	■V3	■V3	■V3	■V3	■V4	■V4	■V4	■V4	■V4	■V4
■V4	■V4	■V4	■V4	■V4	■V4	■V4	■V4	■V4	■V4	■V4	■V4
▲W2	▲W2	▲W2	▲W2	▲W2	▲W2	▲W2	▲W2	▲W2	▲W2	▲W2	▲W2
▲W3	▲W3	▲W3	▲W3	▲W3	▲W3	▲W3	▲W3	▲W3	▲W3	▲W3	▲W3
■W3	■W3	■W3	■W3	■W3	■W3	■W3	■W4	■W4	■W4	■W4	■W4
■W4	■W4	■W4	■W4	■W4	■W4	■W4	■W4	■W4	■W4	■W4	■W4
▲X2	▲X2	▲X2	▲X2	▲X2	▲X2	▲X2	▲X2	▲X2	▲X2	▲X2	▲X2
■X2	■X2	▲X3	▲X3	▲X3	▲X3	▲X3	▲X3	▲X3	▲X3	▲X3	▲X3
■X3	■X3	■X3	■X3	■X3	■X3	■X3	■X3	▲X4	▲X4	▲X4	▲X4
■X4	■X4	■X4	■X4	■X4	■X4	■X4	■X4	■X4	■X4	■X4	■X4





JASTER'S SUB-WEAPONS

Weapon Name	Abbr	A1	A3	A4	A5	C1	C2	C3	C4	C5	E1	E2	E3	E4	E5	G1	G2	G3	G4	G5	H4
		A2	B1	B2	B3	B4	B5	D1	D2	D3	D4	D5	F1	F2	F3	F4	F5	H1	H2	H3	H5
Slungrosse	A1	▲A3	▲A4★	▲A5	▲C1	▲C2	▲C3	▲C4	▲C5	▲E1	▲E2	▲E3	▲E4	▲F2	▲F3	▲F4	▲F4	▲F4	▲F5	▲F5	▲F5
Rumblerosse	A2	▲A3	▲A4★	▲A5★	▲C1	▲C2	▲C3	▲C4	▲C5	▲E1	▲E2	▲E3	▲E4	▲F2	▲F3	▲F4	▲F4	▲F4	▲F5	▲F5	▲F5
Graverosse	A3	▲A4★	▲B2	▲B3	▲B4★	▲B5	▲C3	▲C4	▲C5	▲E1	▲E2	▲E3	▲E4	▲E5	▲F3	▲F4	▲F5	▲F5	▲H1	▲H1	▲F5
Burning Blaster	B1	▲A4★	▲B2	▲B3★	▲B4	▲B5	▲C3	▲C4	▲C5	▲E1	▲E2	▲E3	▲E4	▲E5	▲F3	▲F4	▲F5	▲F5	▲H1	▲H1	▲F5
Body Arms	A4	▲A5★	▲B3	▲C1	▲C2★	▲C3	▲D1	▲D2	▲D3	▲D4	▲D5	▲F1	▲F2	▲E5	▲F3	▲F4	▲F5	▲H1	▲H1	▲H1	▲H1
Burning Blaster DX	B2	▲A5	▲B3★	▲C1	▲C2	▲C3★	▲D1	▲D2	▲D3	▲D4	▲D5	▲F1	▲F2	▲E5	▲F3	▲F4	▲F5	▲H1	▲H1	▲H1	▲H1
Body Arms+	A5	▲C1	▲B4	▲C2★	▲B5	▲D1	▲C4★	▲C5	▲E1	▲E2	▲E3	▲E4	▲E5	▲F3	▲G1	▲G2	▲F5	▲H1	▲H2	▲H2	▲H1
Destructo Blaster	B3	▲C1	▲B4★	▲C2	▲B5	▲D1★	▲C4	▲C5★	▲E1	▲E2	▲E3	▲E4	▲E5	▲F3	▲G1	▲G2	▲F5	▲H1	▲H2	▲H2	▲H1
Frost Magnum	C1	▲C2	▲B5	▲C3★	▲D1	▲C4	▲D2★	▲D3	▲D4★	▲E2	▲E3	▲E4	▲E5	▲G1	▲G1	▲G2	▲G3	▲H1	▲H2	▲H2	▲H2
Tyrant Blaster	B4	▲C2	▲B5	▲C3	▲D1★	▲C4	▲D2	▲D3★	▲D4	▲E2	▲E3	▲E4	▲E5	▲G1	▲G1	▲G2	▲G3	▲H1	▲H2	▲H2	▲H2
Frost Magnum DX	C2	▲C3	▲C3	▲D1	▲C4★	▲D2	▲C5	▲E1	▲E2★	▲D5	▲F1	▲F2	▲F3	▲G1	▲F4	▲F5	▲G3	▲G4	▲H2	▲H3	▲H2
Tyrant Blaster+	B5	▲C3	▲C3	▲D1	▲C4	▲D2★	▲C5	▲E1	▲E2	▲D5★	▲F1	▲F2★	▲F3	▲G1	▲F4	▲F5	▲G3	▲G4	▲H2	▲H3	▲H2
Binding Frost	C3	▲C4	▲C4	▲D2	▲C5★	▲D3	▲E1	▲D4	▲E2	▲E3	▲E4★	▲E5	▲G1	▲F4	▲G2	▲F5	▲H1	▲G4	▲H2	▲H3	▲H3
King Shooter	D1	▲C4	▲C4	▲D2	▲C5	▲D3★	▲E1	▲D4	▲E2	▲E3★	▲E4	▲E5	▲G1	▲F4	▲G2	▲F5	▲H1	▲G4	▲H2	▲H3	▲H3
Radical Frost	C4	▲C5	▲C5	▲D3	▲E1	▲D4★	▲E2	▲E2	▲D5	▲E3	▲E4★	▲E5	▲G1	▲F4	▲G2	▲G3	▲H1	▲G4	▲H2	▲H3	▲H3
Lord Shooter	D2	▲C5	▲C5	▲D3	▲E1	▲D4	▲E2★	▲E2	▲D5	▲E3	▲E4	▲E5	▲G1★	▲F4	▲G2	▲G3	▲H1	▲G4	▲H2	▲H3	▲H3
Radical Frost+	C5	▲E1	▲E1	▲D4	▲E2	▲E2	▲D5	▲E3★	▲E3	▲F1	▲F2	▲F3★	▲G1	▲G2★	▲F5	▲G3	▲G4	▲G4	▲G5	▲H3	▲H5
Callisto Shooter	D3	▲E1	▲E1	▲D4	▲E2	▲E2	▲D5★	▲E3	▲E3	▲F1	▲F2	▲F3	▲G1	▲G2★	▲F5	▲G3★	▲G4	▲G4	▲G5	▲H3	▲H5
Justice Ray	E1	▲E2	▲E2	▲D5	▲E3	▲E3	▲F1	▲E4★	▲E4	▲F2	▲E5	▲F3	▲F4★	▲G2	▲F5	▲G3	▲G4	▲H2	▲G5	▲H3	▲H5
Apollon Shooter	D4	▲E2	▲E2	▲D5	▲E3	▲E3	▲F1	▲E4	▲E4★	▲F2	▲E5	▲F3	▲F4	▲G2	▲F5★	▲G3	▲G4★	▲H2	▲G5	▲H3	▲H5
Justice Slash	E2	▲E3	▲E3	▲F1	▲E4	▲E4	▲F2★	▲E5	▲E5	▲F3	▲F3	▲G1	▲F4	▲F5	▲G3	▲H1★	▲G4	▲H2	▲G5	▲H3	▲H5
Apollon Shooter+	D5	▲E3	▲E3	▲F1	▲E4	▲E4	▲F2	▲E5	▲E5	▲F3★	▲F3	▲G1	▲F4	▲F5	▲G3★	▲H1	▲G4	▲H2	▲G5	▲H3	▲H5
Justice Strike	E3	▲E4	▲E4	▲F2	▲E5	▲E5	▲F3	▲G1	▲G1	▲G1	▲F4★	▲F4	▲G2	▲F5	▲G3	▲H1	▲H2	▲H2★	▲G5	▲H3	▲H5
Chaos Vulture	F1	▲E4	▲E4	▲F2	▲E5	▲E5	▲F3	▲G1	▲G1★	▲G1	▲F4	▲F4	▲G2	▲F5	▲G3	▲H1	▲H2	▲H2★	▲G5	▲H3	▲H5
Code of Justice	E4	▲F2	▲E5	▲E5	▲F3	▲G1	▲G1	▲F4	▲F4	▲G2★	▲G2	▲F5	▲F5	▲G3	▲H1	▲G4	▲H2	▲G5	▲H3★	▲H4	▲H5
Black Owl	F2	■F2	▲E5	▲E5	▲F3	▲G1	▲G1	▲F4	▲F4	▲G2★	▲G2	▲F5	▲F5	▲G3	▲H1	▲G4	▲H2★	▲G5	▲H3	▲H4	▲H5
Code of Justice+	E5	▲F3	▲F3	▲F3	▲G1	▲G1	▲F4	▲G2	▲G2	▲F5	▲F5★	▲G3	▲G3	▲H1	▲G4	▲G4	▲H2	▲G5	▲H3	▲H4	▲H5
Dark Megaera	F3	■F3	■F3	■F3	▲G1	▲G1	▲F4	▲G2	▲G2	▲F5	▲F5	▲G3★	▲G3	▲H1	▲G4	▲G4	▲H2	▲G5	▲H3	▲H4	▲H5
Zenon D	G1	▲F4	▲F4	▲F4	▲G2	▲G2	▲F5	▲F5	▲G3	▲G3★	▲G3	▲H1	▲H1	▲G4	▲G4	▲H2	▲G5	▲G5	▲H3	▲H4	▲H5
Lord Hades	F4	■F4	■F4	■F4	▲G2	▲G2	▲F5	▲F5	▲G3	▲G3	▲G3	▲H1★	▲H1	▲G4	▲G4	▲H2	▲G5	▲G5	▲H3	▲H4	▲H5
Zenon D+	G2	▼F4	▲F5	▲F5	▲F5	▲G3	▲G3	▲H1	▲H1	▲G4	▲G4★	▲G4	▲H2	▲H2	▲H2	▲G5	▲H3	▲H3	▲H4	▲H4	▲H5
Lord Hades+	F5	▼F4	■F5	■F5	■F5	▲G3	▲G3	▲H1	▲H1	▲G4	▲G4	▲G4	▲H2	▲H2★	▲H2	▲G5	▲H3	▲H3	▲H4	▲H4	▲H5
Zenon DR-3	G3	▼F4	▼F5	▲H1	▲H1	▲H1	▲G4	▲G4	▲G4	▲G4	▲H2	▲H2	▲H2★	▲G5	▲G5	▲G5	▲H3	▲H3	▲H4	▲H5	▲H5
Orion	H1	▼F4	▼F5	■H1	■H1	■H1	▲G4	▲G4	▲G4	▲G4	▲H2	▲H2	▲H2★	▲G5	▲G5	▲G5	▲H3	▲H3	▲H4	▲H5	▲H5
Zenon Hi-EX	G4	▼F5	▼H1	▼H1	▲H2	▲H2	▲H2	▲H2	▲H2	▲G5	▲G5	▲G5	▲G5	▲H3★	▲H3	▲H3	▲H4	▲H4	▲H5	▲H5	▲H5
Vita Orion	H2	▼F5	▼H1	▼H1	■H2	■H2	■H2	■H2	■H2	▲G5	▲G5	▲G5	▲G5	▲H3	▲H3	▲H3	▲H4	▲H4	▲H5	▲H5	▲H5
Zenon Hi-EX+	G5	▼F5	▼H1	▼H1	▼H2	▼H2	▲H3	▲H3	▲H3	▲H3	▲H3	▲H3	▲H3	▲H4	▲H4	▲H4	▲H4	▲H5	▲H5	▲H5	▲H5
Pleiades	H3	▼F5	▼H1	▼H1	▼H2	▼H2	■H3	■H3	■H3	■H3	■H3	■H3	■H3	▲H4	▲H4	▲H4	▲H4	▲H5	▲H5	▲H5	▲H5
Arc Scorpion	H4	▼F5	▼F5	▼H1	▼H1	▼H2	▼H2	▼H3	▼H3	▲H5	▲H5	▲H5	▲H5	▲H5	▲H5	▲H5	▲H5	▲H5	▲H5	▲H5	▲H5
Arc Scorpion+	H5	▼F5	▼F5	▼H1	▼H1	▼H2	▼H2	▼H3	▼H3	■H5	■H5	■H5	■H5	■H5	■H5	■H5	■H5	■H5	■H5	■H5	■H5

WEAPON DATA



KISALA'S MAIN WEAPONS



Weapon Name	Abbr	A1	A3	A4	A5	C1	C2	C3	C4	C5	E1	E2	E3	E4	E5	G1	G2	G3	G4	G5	I1	I2	I3	I4	I5	J4
		A2	B1	B2	B3	B4	B5	D1	D2	D3	D4	D5	F1	F2	F3	F4	F5	H1	H2	H3	H4	H5	J1	J2	J3	J5
Pirate's Daggers	A1	▲A3	▲A4★	▲A5	▲C1	▲C2	▲C3	▲C4	▲C5	▲E1	▲E2	▲E3	▲E4	▲E5	▲G1	▲G2	▲F5	▲H1	▲H2	▲H3	▲H3	▲H3	▲H4	▲H4	▲H5	▲H5
Pirate's Ashes	A2	▲A3	▲A4	▲A5★	▲C1	▲C2	▲C3	▲C4	▲C5	▲E1	▲E2	▲E3	▲E4	▲E5	▲G1	▲G2	▲F5	▲H1	▲H2	▲H3	▲H3	▲H3	▲H4	▲H4	▲H5	▲H5
Pirate's Glaives	A3	▲A4★	▲B2★	▲B3★	▲B4★	▲B5	▲C3	▲C4	▲C5	▲E1	▲E2	▲E3	▲E4	▲E5	▲G1	▲G2	▲G3	▲G4	▲H2	▲H3	▲H4	▲H5	▲H5	▲H5	▲J1	▲H5
Aqua Slashers	B1	▲A4★	▲B2★	▲B3★	▲B4	▲B5★	▲C3	▲C4	▲C5	▲E1	▲E2	▲E3	▲E4	▲E5	▲G1	▲G2	▲G3	▲G4	▲H2	▲H3	▲H4	▲H5	▲H5	▲H5	▲J1	▲H5
Cosmo Talismans	A4	▲A5★	▲B3★	▲C1	▲C2★	▲C3	▲D1	▲D2	▲D3	▲D4	▲D5	▲F1	▲F2	▲F3	▲F4	▲F5	▲G3	▲G4	▲G5	▲H3	▲H4	▲H5	▲J1	▲J1	▲J1	▲J1
Deep Aquas	B2	▲A5	▲B3★	▲C1	▲C2	▲C3★	▲D1	▲D2	▲D3	▲D4	▲D5	▲F1	▲F2★	▲F3	▲F4	▲F5	▲G3	▲G4	▲G5	▲H3	▲H4	▲H5	▲J1	▲J1	▲J1	▲J1
Cosmo Talismans+	A5	▲C1	▲B4★	▲C2	▲B5	▲C3	▲C4★	▲C5	▲E1	▲E2	▲E3	▲E4	▲E5	▲G1	▲G2	▲G3	▲H1	▲H2	▲G5	▲I1	▲H4	▲H5	▲J1	▲J2	▲J3	▲J1
Deep Slashers	B3	▲C1	▲B4	▲C2★	▲B5	▲C3	▲C4	▲C5★	▲E1	▲E2	▲E3	▲E4★	▲E5	▲G1	▲G2	▲G3	▲H1	▲H2	▲G5	▲I1	▲H4	▲H5	▲J1	▲J2	▲J3	▲J1
Sirius' Claws	C1	▲C2	▲B5★	▲C3	▲C3	▲D1	▲D2★	▲D3	▲D4	▲E2	▲E3	▲E4	▲E5	▲G1	▲G2	▲G3	▲G4	▲H2	▲H3	▲I1	▲I2	▲H5	▲J1	▲J2	▲J3	▲J2
Final Blues	B4	▲C2	▲B5	▲C3★	▲C3	▲D1	▲D2	▲D3★	▲D4★	▲E2	▲E3★	▲E4	▲E5	▲G1	▲G2	▲G3	▲G4	▲H2	▲H3	▲I1	▲I2	▲H5	▲J1	▲J2	▲J3	▲J2
Lamia's Fangs	C2	▲C3	▲C3	▲D1	▲C4★	▲D2	▲C5	▲E1	▲E2	▲D5	▲F1	▲F2	▲F3	▲F4	▲F5	▲H1	▲G4	▲G5	▲H3	▲H4	▲I2	▲I3	▲J1	▲J2	▲J3	▲J2
Final Blues+	B5	▲C3	▲C3	▲D1	▲C4	▲D2★	▲C5	▲E1	▲E2★	▲D5★	▲F1	▲F2	▲F3	▲F4	▲F5	▲H1	▲G4	▲G5	▲H3	▲H4	▲I2	▲I3	▲J1	▲J2	▲J3	▲J2
Siren's Nails	C3	▲C4	▲C4	▲D2	▲C5★	▲D3	▲E1	▲D4	▲E2	▲E3★	▲E4	▲E5★	▲G1	▲G2	▲G3	▲G4	▲H2	▲G5	▲I1	▲H4	▲I2	▲I3	▲J1	▲J2	▲J3	▲J3
Luminous Batons	D1	▲C4	▲C4	▲D2	▲C5	▲D3★	▲E1	▲D4	▲E2	▲E3	▲E4★	▲E5	▲G1	▲G2	▲G3	▲G4★	▲H2	▲G5	▲I1	▲H4	▲I2	▲I3	▲J1	▲J2	▲J3	▲J3
Cosmo Jades	C4	▲C5	▲C5	▲D3	▲E1	▲D4	▲E2★	▲E2	▲D5	▲E3	▲E4	▲E5	▲G1	▲G2★	▲G3	▲G4	▲G5	▲H3	▲I1	▲I2	▲H5	▲I3	▲I4	▲J2	▲J3	▲J3
Volt Batons	D2	▲C5	▲C5	▲D3	▲E1	▲D4★	▲E2	▲E2	▲D5	▲E3	▲E4	▲E5	▲G1	▲G2★	▲G3	▲G4★	▲G5	▲H3	▲I1	▲I2	▲H5★	▲I3	▲I4	▲J2	▲J3	▲J3
Cosmo Jades+	C5	▲E1	▲E1	▲D4	▲E2	▲E2	▲D5★	▲E3	▲E3	▲F1	▲F2	▲F3	▲F4	▲F5	▲H1	▲H2	▲G5	▲I1★	▲H4	▲I2	▲H5	▲I3	▲I4	▲J2	▲J3	▲J5
Sparkling Pixies	D3	▲E1	▲E1	▲D4	▲E2	▲E2	▲D5	▲E3★	▲E3	▲F1	▲F2	▲F3	▲F4★	▲F5	▲H1	▲H2	▲G5★	▲I1	▲H4	▲I2	▲H5	▲I3	▲I4	▲J2	▲J3	▲J5
Mist Edges	E1	▲E2	▲E2	▲D5	▲E3	▲E3	▲F1	▲E4★	▲E4	▲F2	▲E5	▲G1	▲G2	▲G3	▲G4	▲H2	▲H3	▲I1	▲H4★	▲I2	▲H5	▲J1	▲I4	▲J2	▲J3	▲J5
Mercy Sprites	D4	▲E2	▲E2	▲D5	▲E3	▲E3★	▲F1	▲E4	▲E4	▲F2	▲E5	▲G1	▲G2	▲G3	▲G4★	▲H2	▲H3	▲I1	▲H4	▲I2	▲H5	▲J1	▲I4	▲J2	▲J3	▲J5
Fairy Edges	E2	▲E3	▲E3	▲F1	▲E4	▲E4	▲F2	▲E5★	▲E5	▲F3	▲G1	▲F4	▲G2	▲G3	▲G4★	▲G5	▲H3	▲H4	▲I2	▲H5	▲I3	▲J1	▲I4	▲I5	▲J3	▲J5
Mercy Sprites+	D5	▲E3	▲E3	▲F1	▲E4★	▲E4	▲F2	▲E5	▲E5	▲F3	▲G1	▲F4	▲G2	▲G3	▲G4	▲G5	▲H3★	▲H4	▲I2	▲H5	▲I3	▲J1	▲I4	▲I5	▲J3	▲J5
Lightning Edges	E3	▲E4	▲E4	▲F2	▲E5	▲E5	▲F3	▲G1	▲G1	▲F4★	▲G2	▲G2	▲F5	▲H1	▲H2	▲G5	▲I1	▲H4★	▲I2	▲H5	▲I3	▲J1	▲J2	▲I5	▲J3	▲J5
Ancient Daggers	F1	▲E4	▲E4	▲F2★	▲E5	▲E5	▲F3	▲G1	▲G1	▲F4	▲G2	▲G2	▲F5	▲H1	▲H2	▲G5	▲I1	▲H4	▲I2	▲H5★	▲I3	▲J1	▲J2	▲I5	▲J3	▲J5
Innocent Fairies	E4	▲E5	▲E5	▲F3	▲G1	▲G1	▲F4	▲G2	▲G2★	▲F5	▲G3	▲G3	▲H1	▲H2	▲G5	▲H3	▲I1	▲I2	▲H5	▲I3★	▲J1	▲I4	▲J2	▲I5	▲J3	▲J5
Splendid Daggers	F2	▲E5	▲E5	▲F3	▲G1	▲G1	▲F4	▲G2	▲G2★	▲F5	▲G3	▲G3	▲H1	▲H2	▲G5	▲H3	▲I1	▲I2	▲H5	▲I3	▲J1	▲I4★	▲J2	▲I5	▲J3	▲J5
Innocent Fairies+	E5	▲G1	▲G1	▲F4	▲G2	▲G2	▲F5	▲G3	▲G3	▲H1	▲G4	▲G4★	▲H2	▲G5	▲H3	▲I1	▲H4	▲I2	▲H5	▲I3	▲J1★	▲I4	▲J2	▲I5	▲J3	▲J5
Daggers of Life	F3	▲G1	▲G1	▲F4	▲G2	▲G2	▲F5	▲G3	▲G3	▲H1	▲G4★	▲G4	▲H2	▲G5	▲H3	▲I1	▲H4	▲I2	▲H5★	▲I3	▲J1	▲I4	▲J2	▲I5	▲J3	▲J5
Devil Forks	G1	▲G2	▲G2	▲F5	▲G3	▲G3	▲H1	▲G4★	▲G4	▲H2	▲H2	▲G5	▲G5	▲H3	▲I1	▲H4	▲I2	▲H5	▲I3	▲J1	▲I4	▲I4	▲J2★	▲I5	▲J3	▲J5
Rune Breakers	F4	▲G2	▲G2	▲F5	▲G3	▲G3	▲H1	▲G4	▲G4★	▲H2	▲H2	▲G5	▲G5	▲H3	▲I1	▲H4	▲I2	▲H5	▲I3	▲J1	▲I4	▲I4	▲J2	▲I5	▲J3	▲J5
Devil Slingers	G2	▲F5	▲G3	▲G3	▲H1	▲G4	▲G4	▲H2	▲G5	▲G5	▲H3	▲H3★	▲I1	▲I1	▲H4	▲I2	▲H5	▲H5	▲I3	▲J1	▲I4	▲J2★	▲I5	▲J3	▲J4	▲J5
Rune Breakers+	F5	■F5	▲G3	▲G3	▲H1	▲G4	▲G4	▲H2	▲G5	▲G5★	▲H3	▲H3	▲I1	▲I1	▲H4	▲I2	▲H5	▲H5	▲I3	▲J1	▲I4	▲J2	▲I5	▲J3	▲J4	▲J5
Belladonna Needles	G3	▲H1	▲G4	▲G4	▲H2	▲H2	▲G5	▲G5	▲H3	▲I1	▲I1	▲H4	▲H4★	▲I2	▲I2	▲H5	▲H5	▲I3	▲J1	▲I4	▲I4	▲J2	▲I5★	▲J3	▲J4	▲J5
Arhat's Tonfas	H1	■H1	▲G4	▲G4	▲H2	▲H2	▲G5	▲G5	▲H3	▲I1★	▲I1	▲H4	▲H4	▲I2	▲I2	▲H5	▲H5	▲I3	▲J1	▲I4	▲I4	▲J2	▲I5	▲J3	▲J4	▲J5
Basilisk Tails	G4	▲H2	▲H2	▲G5	▲G5	▲H3	▲H3	▲I1	▲I1	▲H4	▲H4	▲I2	▲I2	▲H5	▲H5★	▲I3	▲I3	▲J1	▲J1	▲I4	▲J2	▲I5	▲I5	▲J3	▲J4	▲J5
Astro Tonfas	H2	■H2	■H2	▲G5	▲G5	▲H3	▲H3	▲I1	▲I1	▲H4	▲H4★	▲I2	▲I2	▲H5	▲H5	▲I3	▲I3	▲J1	▲J1	▲I4	▲J2	▲I5	▲I5	▲J3	▲J4	▲J5
Basilisk Tails+	G5	▲H3	▲H3	▲H3	▲I1	▲I1	▲H4	▲H4	▲I2	▲I2	▲I2	▲H5	▲H5	▲I3★	▲I3	▲J1	▲J1	▲I4	▲I4	▲J2	▲J2	▲I5	▲I5	▲J3	▲J4	▲J5
Despera Tonfas	H3	■H3	■H3	■H3	▲I1	▲I1	▲H4	▲H4	▲I2	▲I2	▲I2	▲H5	▲H5★	▲I3	▲I3	▲J1	▲J1	▲I4	▲I4	▲J2	▲J2	▲I5	▲I5	▲J3★	▲J4	▲J5
Moebius Knives	I1	▼H3	▲H4	▲H4	▲H4	▲I2	▲I2	▲I2	▲H5★	▲H5	▲H5	▲I3	▲I3	▲J1	▲J1	▲I4	▲I4	▲I4	▲J2	▲J2	▲J2	▲J3	▲J3	▲J3	▲J4	▲J5
Alterna Goddesses	H4	▼H3	■H4	■H4	■H4	▲I2	▲I2	▲I2	▲H5	▲H5	▲H5	▲I3	▲I3	▲J1	▲J1★	▲I4	▲I4	▲I4	▲J2	▲J2	▲J2	▲J3	▲J3	▲J3	▲J4	▲J5
Moebius Blades	I2	▼H3	▲H5	▲H5	▲H5	▲H5	▲I3	▲I3	▲I3	▲I3	▲J1	▲J1	▲J1	▲I4★	▲I4	▲I4	▲J2	▲J2	▲I5	▲I5	▲J3	▲J3	▲J3	▲J4	▲J5	▲J5
Alterna Goddesses+	H5	▼H3	■H5	■H5	■H5	■H5	▲I3	▲I3	▲I3	▲I3	▲J1	▲J1	▲J1	▲I4	▲I4	▲I4	▲J2★	▲J2	▲I5	▲I5	▲J3	▲J3	▲J3	▲J4	▲J5	▲J5
Chaining Blades	I3	▼H4	▼H5	▲J1	▲J1	▲J1	▲J1	▲J1	▲I4	▲I4	▲I4	▲I4	▲J2	▲J2	▲J2	▲J2★	▲I5	▲I5	▲I5	▲I5	▲J3	▲J3	▲J3	▲J4	▲J5	▲J5
Andromedas	J1	▼H4	▼H5	■J1	■J1	■J1	■J1	■J1	▲I4	▲I4	▲I4	▲I4	▲J2	▲J2	▲J2	▲J2	▲I5	▲I5★	▲I5	▲I5	▲J3	▲J3	▲J3	▲J4	▲J5	▲J5
Twin Uroboros	I4	▼H4	▼H5	▼J1	▲J2	▲J2	▲J2	▲J2	▲J2	▲J2	▲J2	▲J2	▲I5	▲I5	▲I5	▲I5	▲I5	▲J3	▲J3	▲J3	▲J3★	▲J3	▲J4	▲J4	▲J5	▲J5
Andromesias	J2	▼H4	▼H5	▼J1	■J2	■J2	■J2	■J2	■J2	■J2	■J2	■J2	▲I5	▲I5	▲I5	▲I5	▲I5	▲J3	▲J3	▲J3	▲J3	▲J3	▲J4	▲J4	▲J5	▲J5
Twin Uroboros+	I5	▼H5	▼J1	▼J1	▲J3	▲J3	▲J3	▲J3	▲J3	▲J3	▲J3	▲J3	▲J3	▲J3	▲J3	▲J3	▲J4	▲J4	▲J4	▲J4	▲J4	▲J4	▲J5	▲J5	▲J5	▲J5
Androphantes	J3	▼H5	▼J1	▼J1	■J3	■J3	■J3	■J3	■J3	■J3	■J3	■J3	■J3	■J3	■J3	■J3	■J3	▲J4	▲J4	▲J4	▲J4	▲J4	▲J5	▲J5	▲J5	▲J5
Snow Queens	J4	▼H5	▼H5	▼J1	▼J1	▼J2	▼J2	▼J3	▼J3	▲J5	▲J5	▲J5	▲J5	▲J5	▲J5	▲J5	▲J5	▲J5	▲J5	▲J5	▲J5	▲J5	▲J5	▲J5	▲J5	▲J5
Snow Queens+	J5	▼H5	▼H5	▼J1	▼J1	▼J2	▼J2	▼J3	▼J3	■J5	■J5	■J5	■J5	■J5	■J5	■J5	■J5	■J5	■J5	■J5	■J5	■J5	■J5	■J5	■J5	■J5



KISALA SUB-WEAPONS

Weapon Name	Abbr	A1	A3	A4	A5	C1	C2	C3	C4	C5	E1	E2	E3	E4	E5	G1	G2	G3	G5
		A2	B1	B2	B3	B4	B5	D1	D2	D3	D4	D5	F1	F2	F3	F4	F5	G4	
Leather Sneakers	A1	▲A3	▲A4★	▲A5	▲C1	▲C2	▲C3	▲C4	▲C5	▲E1	▲E2	▲D5	▲F1	▲F2	▲F2	▲F3	▲F3	▲F4	▲F5
Mode Sneakers	A2	▲A3	▲A4★	▲A5★	▲C1	▲C2	▲C3	▲C4	▲C5	▲E1	▲E2	▲D5	▲F1	▲F2	▲F2	▲F3	▲F3	▲F4	▲F5
Aerie Sneakers	A3	▲A4★	▲B2	▲B3★	▲B4	▲B5	▲D1	▲D2	▲D3	▲E1	▲E2	▲E3	▲F1	▲F2	▲F3	▲F3	▲F4	▲F4	▲F5
Violet Stars	B1	▲A4★	▲B2	▲B3	▲B4★	▲B5★	▲D1	▲D2	▲D3	▲E1	▲E2	▲E3	▲F1	▲F2	▲F3	▲F3	▲F4	▲F4	▲F5
Prime Sneakers	A4	▲A5★	▲B3★	▲C1	▲C2★	▲C3	▲C4★	▲C5	▲E1	▲D4	▲D5	▲E3	▲E4	▲F2	▲F3	▲F4	▲F4	▲F5	▲F5
Wishing Stars	B2	▲A5★	▲B3	▲C1	▲C2	▲C3★	▲C4	▲C5★	▲E1	▲D4	▲D5	▲E3	▲E4	▲F2	▲F3	▲F4	▲F4	▲F5	▲F5
Prime Sneakers+	A5	▲C1	▲B4★	▲C2	▲B5	▲D1	▲D2★	▲D3	▲E1★	▲E2	▲E3	▲F1	▲E4	▲E5	▲F3	▲F4	▲F5	▲F5	▲F5
Siren Stars	B3	▲C1	▲B4	▲C2★	▲B5	▲D1	▲D2	▲D3★	▲E1	▲E2	▲E3	▲F1	▲E4	▲E5	▲F3	▲F4	▲F5	▲F5	▲F5
Mist Boots	C1	▲C2	▲B5★	▲C3	▲D1	▲C4	▲C5	▲E1	▲D4★	▲D5	▲E3	▲E4	▲F2	▲E5	▲G1	▲F4	▲F5	▲F5	▲G4
Luxurious Stars	B4	▲C2	▲B5	▲C3★	▲D1	▲C4	▲C5	▲E1	▲D4	▲D5★	▲E3	▲E4	▲F2	▲E5	▲G1	▲F4	▲F5	▲F5	▲G4
Wild Boots	C2	▲C3	▲D1	▲C4★	▲D2	▲C5	▲D3	▲D4	▲E2	▲E3★	▲F1	▲E4	▲E5	▲F3	▲G1	▲G2	▲F5	▲G4	▲G4
Luxurious Stars+	B5	▲C3	▲D1	▲C4	▲D2★	▲C5	▲D3	▲D4	▲E2	▲E3	▲F1★	▲E4	▲E5	▲F3	▲G1	▲G2	▲F5	▲G4	▲G4
Winged Boots	C3	▲C4	▲D2	▲C5	▲D3★	▲E1	▲D4	▲E2	▲D5	▲E3	▲E4	▲F2★	▲E5	▲F3	▲G1	▲G2	▲F5	▲G4	▲G4
Lovely Taps	D1	▲C4	▲D2	▲C5★	▲D3	▲E1	▲D4	▲E2	▲D5	▲E3	▲E4★	▲F2	▲E5	▲F3	▲G1	▲G2	▲F5	▲G4	▲G4
Sprydes	C4	▲C5	▲D3	▲E1	▲E1★	▲D4	▲E2	▲D5	▲E3	▲F1	▲E4	▲E5★	▲F3	▲G1	▲F4	▲G2	▲G3	▲G4	▲G4
Cutie Steps	D2	▲C5	▲D3	▲E1	▲E1	▲D4★	▲E2	▲D5	▲E3	▲F1	▲E4	▲E5	▲F3	▲G1★	▲F4	▲G2	▲G3	▲G4	▲G4
Sprydes+	C5	▲E1	▲E1	▲D4	▲E2	▲D5	▲E3★	▲E3	▲F1	▲E4	▲F2	▲E5	▲F3★	▲G1	▲F4	▲G2	▲G3	▲G4	▲G5
Glamorous Beats	D3	▲E1	▲E1	▲D4	▲E2	▲D5★	▲E3	▲E3	▲F1	▲E4	▲F2	▲E5	▲F3★	▲G1	▲F4	▲G2	▲G3	▲G4	▲G5
Aura Shoes	E1	▲E2	▲E2	▲D5	▲E3	▲E3	▲F1★	▲E4	▲E4	▲F2	▲E5	▲F3	▲G1	▲F4	▲G2★	▲F5	▲G3	▲G4	▲G5
Dancing Charmers	D4	▲E2	▲E2	▲D5	▲E3	▲E3	▲F1	▲E4★	▲E4	▲F2	▲E5	▲F3	▲G1	▲F4	▲G2★	▲F5	▲G3	▲G4	▲G5
Aurora Shoes	E2	▲D5	▲E3	▲E3	▲F1	▲E4	▲E4	▲F2	▲E5★	▲E5	▲F3	▲G1	▲G1	▲F4★	▲G2	▲F5	▲G3★	▲G5	▲G5
Dancing Charmers+	D5	■D5	▲E3	▲E3	▲F1	▲E4	▲E4	▲F2★	▲E5	▲E5	▲F3	▲G1	▲G1	▲F4	▲G2	▲F5★	▲G3	▲G5	▲G5
Athena Shoes	E3	▲F1	▲F1	▲E4	▲E4	▲F2	▲E5	▲E5	▲F3	▲F3★	▲G1	▲G1	▲F4	▲G2	▲F5	▲F5★	▲G4	▲G5	▲G5
Angel Slippers	F1	■F1	■F1	▲E4	▲E4	▲F2	▲E5	▲E5	▲F3	▲F3★	▲G1	▲G1	▲F4	▲G2	▲F5	▲F5	▲G4	▲G5	▲G5
Artemis Shoes	E4	▲F2	▲F2	▲F2	▲E5	▲E5	▲F3	▲F3	▲G1★	▲G1	▲F4	▲F4	▲G2	▲F5	▲F5	▲G3	▲G4	▲G5	▲G5
Demon Slippers	F2	■F2	■F2	■F2	▲E5	▲E5	▲F3	▲F3	▲G1	▲G1	▲F4	▲F4★	▲G2	▲F5	▲F5	▲G3	▲G4	▲G5	▲G5
Artemis Shoes+	E5	▼F2	▲F3	▲F3	▲F3	▲G1	▲G1	▲G1	▲F4	▲F4	▲G2★	▲G2	▲F5	▲F5	▲G3	▲G3	▲G4	▲G5	▲G5
Succubus Slippers	F3	▼F2	■F3	■F3	■F3	▲G1	▲G1	▲G1	▲F4	▲F4	▲G2★	▲G2	▲F5	▲F5	▲G3	▲G3	▲G4	▲G5	▲G5
Rose Pumps	G1	▼F3	▼F3	▲F4	▲F4	▲F4	▲G2	▲G2	▲G2	▲G2	▲F5	▲F5	▲F5★	▲G3	▲G3	▲G4	▲G5	▲G5	▲G5
Sailing Flora	F4	▼F3	▼F3	■F4	■F4	■F4	▲G2	▲G2	▲G2	▲G2	▲F5	▲F5★	▲F5	▲G3	▲G3	▲G4	▲G5	▲G5	▲G5
Enamel Roses	G2	▼F3	▼F4	▼F4	▲F5	▲F5	▲F5	▲F5	▲G3	▲G3	▲G3	▲G3★	▲G4	▲G4	▲G4	▲G5	▲G5	▲G5	▲G5
Sailing Flora+	F5	▼F3	▼F4	▼F4	■F5	■F5	■F5	■F5	▲G3	▲G3	▲G3	▲G3	▲G4	▲G4	▲G4	▲G5	▲G5	▲G5	▲G5
Angelic Roses	G3	▼F4	▼F4	▼F5	▼F5	▼F5	▲G4	▲G4	▲G4	▲G4	▲G4	▲G5	▲G5	▲G5	▲G5	▲G5	▲G5	▲G5	▲G5
Matriarch's Roses	G4	▼F4	▼F4	▼F5	▼F5	▼F5	■G4	■G4	■G4	■G4	■G4	■G4	▲G5	▲G5	▲G5	▲G5	▲G5	▲G5	▲G5
Matriarch's Roses+	G5	▼F5	▼F5	▼F5	▼F5	▼G4	▼G4	▼G4	▼G4	■G5	■G5	■G5	■G5	■G5	■G5	■G5	■G5	■G5	■G5

WEAPON DATA

STEVE'S MAIN WEAPONS

Weapon Name	Abbr	A1	A3	A4	A5	C1	C2	C3	C4	C5	E1	E2	E3	E4	E5	G1	G2	G3	G4	G5	I1	I2	I3	I4	I5	J4
		A2	B1	B2	B3	B4	B5	D1	D2	D3	D4	D5	F1	F2	F3	F4	F5	H1	H2	H3	H4	H5	J1	J2	J3	J5
Great Hands	A1	▲A3	▲A4★	▲A5	▲C1	▲C2	▲C3	▲C4	▲C5	▲E1	▲E2	▲E3	▲E4	▲E5	▲G1	▲G2	▲F5	▲H1	▲H2	▲H3	▲H3	▲H3	▲H4	▲H4	▲H5	▲H5
Muscle Hands	A2	▲A3	▲A4	▲A5★	▲C1	▲C2	▲C3	▲C4	▲C5	▲E1	▲E2	▲E3	▲E4	▲E5	▲G1	▲G2	▲F5	▲H1	▲H2	▲H3	▲H3	▲H3	▲H4	▲H4	▲H5	▲H5
Knockout Hands	A3	▲A4★	▲B2★	▲B3★	▲B4★	▲B5	▲C3	▲C4	▲C5	▲E1	▲E2	▲E3	▲E4	▲E5	▲G1	▲G2	▲G3	▲G4	▲H2	▲H3	▲H4	▲H5	▲H5	▲H5	▲J1	▲H5
Greater Hands	B1	▲A4★	▲B2★	▲B3★	▲B4	▲B5★	▲C3	▲C4	▲C5	▲E1	▲E2	▲E3	▲E4	▲E5	▲G1	▲G2	▲G3	▲G4	▲H2	▲H3	▲H4	▲H5	▲H5	▲H5	▲J1	▲H5
Dynamite Hands	A4	▲A5★	▲B3★	▲C1	▲C2★	▲C3	▲D1	▲D2	▲D3	▲D4	▲D5	▲F1	▲F2	▲F3	▲F4	▲F5	▲G3	▲G4	▲G5	▲H3	▲H4	▲H5	▲J1	▲J1	▲J1	▲J1
Geo Hands	B2	▲A5	▲B3★	▲C1	▲C2	▲C3★	▲D1	▲D2	▲D3	▲D4	▲D5	▲F1	▲F2★	▲F3	▲F4	▲F5	▲G3	▲G4	▲G5	▲H3	▲H4	▲H5	▲J1	▲J1	▲J1	▲J1
Dynamite Hands+	A5	▲C1	▲B4★	▲C2	▲B5	▲C3	▲C4★	▲C5	▲E1	▲E2	▲E3	▲E4	▲E5	▲G1	▲G2	▲G3	▲H1	▲H2	▲G5	▲I1	▲H4	▲H5	▲J1	▲J2	▲J3	▲J1
Giga Hands	B3	▲C1	▲B4	▲C2★	▲B5	▲C3	▲C4	▲C5★	▲E1	▲E2	▲E3	▲E4★	▲E5	▲G1	▲G2	▲G3	▲H1	▲H2	▲G5	▲I1	▲H4	▲H5	▲J1	▲J2	▲J3	▲J1
Steel Hammer Fists	C1	▲C2	▲B5★	▲C3	▲C3	▲D1	▲D2★	▲D3	▲D4	▲E2	▲E3	▲E4	▲E5	▲G1	▲G2	▲G3	▲G4	▲H2	▲H3	▲I1	▲I2	▲H5	▲J1	▲J2	▲J3	▲J2
Omega Hands	B4	▲C2	▲B5	▲C3★	▲C3	▲D1	▲D2	▲D3★	▲D4★	▲E2	▲E3★	▲E4	▲E5	▲G1	▲G2	▲G3	▲G4	▲H2	▲H3	▲I1	▲I2	▲H5	▲J1	▲J2	▲J3	▲J2
Alloy Hammer Fists	C2	▲C3	▲C3	▲D1	▲C4★	▲D2	▲C5	▲E1	▲E2	▲D5	▲F1	▲F2	▲F3	▲F4	▲F5	▲H1	▲G4	▲G5	▲H3	▲H4	▲I2	▲I3	▲J1	▲J2	▲J3	▲J2
Omega Hands+	B5	▲C3	▲C3	▲D1	▲C4	▲D2★	▲C5	▲E1	▲E2★	▲D5★	▲F1	▲F2	▲F3	▲F4	▲F5	▲H1	▲G4	▲G5	▲H3	▲H4	▲I2	▲I3	▲J1	▲J2	▲J3	▲J2
Rocket Hammer Fists	C3	▲C4	▲C4	▲D2	▲C5★	▲D3	▲E1	▲D4	▲E2	▲E3★	▲E4	▲E5★	▲G1	▲G2	▲G3	▲G4	▲H2	▲G5	▲I1	▲H4	▲I2	▲I3	▲J1	▲J2	▲J3	▲J3
Piercing Claws	D1	▲C4	▲C4	▲D2	▲C5	▲D3★	▲E1	▲D4	▲E2	▲E3	▲E4★	▲E5	▲G1	▲G2	▲G3	▲G4★	▲H2	▲G5	▲I1	▲H4	▲I2	▲I3	▲J1	▲J2	▲J3	▲J3
Alchemic Meteor Fists	C4	▲C5	▲C5	▲D3	▲E1	▲D4	▲E2★	▲E2	▲D5	▲E3	▲E4	▲E5	▲G1	▲G2★	▲G3	▲G4	▲G5	▲H3	▲I1	▲I2	▲H5	▲I3	▲I4	▲J2	▲J3	▲J3
Rock Hard Claws	D2	▲C5	▲C5	▲D3	▲E1	▲D4★	▲E2	▲E2	▲D5	▲E3	▲E4	▲E5	▲G1	▲G2★	▲G3	▲G4★	▲G5	▲H3	▲I1	▲I2	▲H5★	▲I3	▲I4	▲J2	▲J3	▲J3
Alchemic Meteor Fists+	C5	▲E1	▲E1	▲D4	▲E2	▲E2	▲D5★	▲E3	▲E3	▲F1	▲F2	▲F3	▲F4	▲F5	▲H1	▲H2	▲G5	▲I1★	▲H4	▲I2	▲H5	▲I3	▲I4	▲J2	▲J3	▲J5
Great Scissors	D3	▲E1	▲E1	▲D4	▲E2	▲E2	▲D5	▲E3★	▲E3	▲F1	▲F2	▲F3	▲F4	▲F5	▲H1	▲H2	▲G5★	▲I1	▲H4	▲I2	▲H5	▲I3	▲I4	▲J2	▲J3	▲J5
Deep Drill Fingers	E1	▲E2	▲E2	▲D5	▲E3	▲E3	▲F1	▲E4★	▲E4	▲F2	▲E5	▲G1	▲G2	▲G3	▲G4	▲H2	▲H3	▲I1	▲H4★	▲I2	▲H5	▲I1	▲I4	▲J2	▲J3	▲J5
Jabbing Extras	D4	▲E2	▲E2	▲D5	▲E3	▲E3★	▲F1	▲E4	▲E4	▲F2	▲E5	▲G1	▲G2	▲G3	▲G4★	▲H2	▲H3	▲I1	▲H4	▲I2	▲H5	▲J1	▲I4	▲J2	▲J3	▲J5
Wave Impact Fingers	E2	▲E3	▲E3	▲F1	▲E4	▲E4	▲F2	▲E5★	▲E5	▲F3	▲G1	▲F4	▲G2	▲G3	▲G4★	▲G5	▲H3	▲H4	▲I2	▲H5	▲I3	▲J1	▲I4	▲I5	▲J3	▲J5
Jabbing Extras+	D5	▲E3	▲E3	▲F1	▲E4★	▲E4	▲F2	▲E5	▲E5	▲F3	▲G1	▲F4	▲G2	▲G3	▲G4	▲G5	▲H3★	▲H4	▲I2	▲H5	▲I3	▲J1	▲I4	▲I5	▲J3	▲J5
Keen Point Fingers	E3	▲E4	▲E4	▲F2	▲E5	▲E5	▲F3	▲G1	▲G1	▲F4★	▲G2	▲G2	▲F5	▲H1	▲H2	▲G5	▲I1	▲H4★	▲I2	▲H5	▲I3	▲J1	▲J2	▲I5	▲J3	▲J5
Poison Hands	F1	▲E4	▲E4	▲F2★	▲E5	▲E5	▲F3	▲G1	▲G1	▲F4	▲G2	▲G2	▲F5	▲H1	▲H2	▲G5	▲I1	▲H4	▲I2	▲H5★	▲I3	▲J1	▲J2	▲I5	▲J3	▲J5
Iron Splitter Fingers	E4	▲E5	▲E5	▲F3	▲G1	▲G1	▲F4	▲G2	▲G2★	▲F5	▲G3	▲G3	▲H1	▲H2	▲G5	▲H3	▲I1	▲I2	▲H5	▲I3★	▲J1	▲I4	▲J2	▲I5	▲J3	▲J5
Inferno Hands	F2	▲E5	▲E5	▲F3	▲G1	▲G1	▲F4	▲G2	▲G2★	▲F5	▲G3	▲G3	▲H1	▲H2	▲G5	▲H3	▲I1	▲I2	▲H5	▲I3	▲J1	▲I4★	▲J2	▲I5	▲J3	▲J5
Iron Splitter Fingers+	E5	▲G1	▲G1	▲F4	▲G2	▲G2	▲F5	▲G3	▲G3	▲H1	▲G4	▲G4★	▲H2	▲G5	▲H3	▲I1	▲H4	▲I2	▲H5	▲I3	▲J1★	▲I4	▲J2	▲I5	▲J3	▲J5
Total Inferno Hands	F3	▲G1	▲G1	▲F4	▲G2	▲G2	▲F5	▲G3	▲G3	▲H1	▲G4★	▲G4	▲H2	▲G5	▲H3	▲I1	▲H4	▲I2	▲H5★	▲I3	▲J1	▲I4	▲J2	▲I5	▲J3	▲J5
Iron Miner Hands	G1	▲G2	▲G2	▲F5	▲G3	▲G3	▲H1	▲G4★	▲G4	▲H2	▲H2	▲G5	▲G5	▲H3	▲I1	▲H4	▲I2	▲H5	▲I3	▲J1	▲I4	▲I4	▲J2★	▲I5	▲J3	▲J5
Malebolge 200X	F4	▲G2	▲G2	▲F5	▲G3	▲G3	▲H1	▲G4	▲G4★	▲H2	▲H2	▲G5	▲G5	▲H3	▲I1	▲H4	▲I2	▲H5	▲I3	▲J1	▲I4	▲I4	▲J2	▲I5	▲J3	▲J5
Ethereal Iron Hands	G2	▲F5	▲G3	▲G3	▲H1	▲G4	▲G4	▲H2	▲G5	▲G5	▲H3	▲H3★	▲I1	▲I1	▲H4	▲I2	▲H5	▲H5	▲I3	▲J1	▲I4	▲J2★	▲I5	▲J3	▲J4	▲J5
Malebolge 200X+	F5	■F5	▲G3	▲G3	▲H1	▲G4	▲G4	▲H2	▲G5	▲G5★	▲H3	▲H3	▲I1	▲I1	▲H4	▲I2	▲H5	▲H5	▲I3	▲J1	▲I4	▲J2	▲I5	▲J3	▲J4	▲J5
Crackling Bolt Hands	G3	▲H1	▲G4	▲G4	▲H2	▲H2	▲G5	▲G5	▲H3	▲I1	▲I1	▲H4	▲H4★	▲I2	▲I2	▲H5	▲H5	▲I3	▲J1	▲I4	▲I4	▲J2	▲I5★	▲J3	▲J4	▲J5
Roaring Knuckles	H1	■H1	▲G4	▲G4	▲H2	▲H2	▲G5	▲G5	▲H3	▲I1★	▲I1	▲H4	▲H4	▲I2	▲I2	▲H5	▲H5	▲I3	▲J1	▲I4	▲I4	▲J2	▲I5	▲J3	▲J4	▲J5
Advent Storm Hands	G4	▲H2	▲H2	▲G5	▲G5	▲H3	▲H3	▲I1	▲I1	▲H4	▲H4	▲I2	▲I2	▲H5	▲H5★	▲I3	▲I3	▲J1	▲J1	▲I4	▲J2	▲I5	▲I5	▲J3	▲J4	▲J5
Meteor Strikers	H2	■H2	■H2	▲G5	▲G5	▲H3	▲H3	▲I1	▲I1	▲H4	▲H4★	▲I2	▲I2	▲H5	▲H5	▲I3	▲I3	▲J1	▲J1	▲I4	▲J2	▲I5	▲I5	▲J3	▲J4	▲J5
Advent Storm Hands+	G5	▲H3	▲H3	▲H3	▲I1	▲I1	▲H4	▲H4	▲I2	▲I2	▲I2	▲H5	▲H5	▲I3★	▲I3	▲J1	▲J1	▲I4	▲I4	▲J2	▲J2	▲I5	▲I5	▲J3	▲J4	▲J5
Phantom Fists	H3	■H3	■H3	■H3	▲I1	▲I1	▲H4	▲H4	▲I2	▲I2	▲I2	▲H5	▲H5★	▲I3	▲I3	▲J1	▲J1	▲I4	▲I4	▲J2	▲J2	▲I5	▲I5	▲J3★	▲J4	▲J5
Mace Fists	I1	▼H3	▲H4	▲H4	▲H4	▲I2	▲I2	▲I2	▲H5★	▲H5	▲H5	▲I3	▲I3	▲J1	▲J1	▲I4	▲I4	▲I4	▲J2	▲J2	▲J2	▲J3	▲J3	▲J3	▲J4	▲J5
Pluto Drivers	H4	▼H3	■H4	■H4	■H4	▲I2	▲I2	▲I2	▲H5	▲H5	▲H5	▲I3	▲I3	▲J1	▲J1★	▲I4	▲I4	▲I4	▲J2	▲J2	▲J2	▲J3	▲J3	▲J3	▲J4	▲J5
Bulldozer Arms	I2	▼H3	▲H5	▲H5	▲H5	▲H5	▲I3	▲I3	▲I3	▲I3	▲J1	▲J1	▲J1	▲I4★	▲I4	▲I4	▲J2	▲J2	▲I5	▲I5	▲J3	▲J3	▲J3	▲J4	▲J5	▲J5
Pluto Drivers+	H5	▼H3	■H5	■H5	■H5	■H5	▲I3	▲I3	▲I3	▲I3	▲J1	▲J1	▲J1	▲I4	▲I4	▲I4	▲J2★	▲J2	▲I5	▲I5	▲J3	▲J3	▲J3	▲J4	▲J5	▲J5
Murderous Arms	I3	▼H4	▼H5	▲J1	▲J1	▲J1	▲J1	▲J1	▲I4	▲I4	▲I4	▲I4	▲J2	▲J2	▲J2	▲J2★	▲I5	▲I5	▲I5	▲I5	▲J3	▲J3	▲J3	▲J4	▲J5	▲J5
Magellan Arms	J1	▼H4	▼H5	■J1	■J1	■J1	■J1	■J1	▲I4	▲I4	▲I4	▲I4	▲J2	▲J2	▲J2	▲J2	▲I5	▲I5★	▲I5	▲I5	▲J3	▲J3	▲J3	▲J4	▲J5	▲J5
Gigaton Arms	I4	▼H4	▼H5	▼J1	▲J2	▲J2	▲J2	▲J2	▲J2	▲J2	▲J2	▲J2	▲I5	▲I5	▲I5	▲I5	▲I5	▲J3	▲J3	▲J3	▲J3★	▲J3	▲J4	▲J4	▲J5	▲J5
Nebula Arms	J2	▼H4	▼H5	▼J1	■J2	■J2	■J2	■J2	■J2	■J2	■J2	■J2	▲I5	▲I5	▲I5	▲I5	▲I5	▲J3	▲J3	▲J3	▲J3	▲J3	▲J4	▲J4	▲J5	▲J5
Gigaton Arms+	I5	▼H5	▼J1	▼J1	▲J3	▲J3	▲J3	▲J3	▲J3	▲J3	▲J3	▲J3	▲J3	▲J3	▲J3	▲J3	▲J4	▲J4	▲J4	▲J4	▲J4	▲J4	▲J5	▲J5	▲J5	▲J5
Galaxy Arms	J3	▼H5	▼J1	▼J1	■J3	■J3	■J3	■J3	■J3	■J3	■J3	■J3	■J3	■J3	■J3	■J3	▲J4	▲J4	▲J4	▲J4	▲J4	▲J4	▲J5	▲J5	▲J5	▲J5
Final Big Bang	J4	▼H5	▼H5	▼J1	▼J1	▼J2	▼J2	▼J3	▼J3	▲J5	▲J5	▲J5	▲J5	▲J5	▲J5	▲J5	▲J5	▲J5	▲J5	▲J5	▲J5	▲J5	▲J5	▲J5	▲J5	▲J5
Final Big Bang+	J5	▼H5	▼H5	▼J1	▼J1	▼J2	▼J2	▼J3	▼J3	■J5	■J5	■J5	■J5	■J5	■J5	■J5	■J5	■J5	■J5	■J5	■J5	■J5	■J5	■J5	■J5	■J5



STEVE'S SUB-WEAPONS



Weapon Name	Abbr	A1	A3	A4	A5	C1	C2	C3	C4	C5	E1	E2	E3	E4	E5	G1	G2	G3	G5
		A2	B1	B2	B3	B4	B5	D1	D2	D3	D4	D5	F1	F2	F3	F4	F5	G4	
Satellite SG	A1	▲A3	▲A4★	▲A5	▲C1	▲C2	▲C3	▲C4	▲C5	▲E1	▲E2	▲D5	▲F1	▲F2	▲F2	▲F3	▲F3	▲F4	▲F5
Satellite MG	A2	▲A3	▲A4★	▲A5★	▲C1	▲C2	▲C3	▲C4	▲C5	▲E1	▲E2	▲D5	▲F1	▲F2	▲F2	▲F3	▲F3	▲F4	▲F5
Satellite HG-EX	A3	▲A4★	▲B2	▲B3★	▲B4	▲B5	▲D1	▲D2	▲D3	▲E1	▲E2	▲E3	▲F1	▲F2	▲F3	▲F3	▲F4	▲F4	▲F5
Beam Satellites	B1	▲A4★	▲B2	▲B3	▲B4★	▲B5★	▲D1	▲D2	▲D3	▲E1	▲E2	▲E3	▲F1	▲F2	▲F3	▲F3	▲F4	▲F4	▲F5
Killer Grenades	A4	▲A5★	▲B3★	▲C1	▲C2★	▲C3	▲C4★	▲C5	▲E1	▲D4	▲D5	▲E3	▲E4	▲F2	▲F3	▲F4	▲F4	▲F5	▲F5
Beam Avengers	B2	▲A5★	▲B3	▲C1	▲C2	▲C3★	▲C4	▲C5★	▲E1	▲D4	▲D5	▲E3	▲E4	▲F2	▲F3	▲F4	▲F4	▲F5	▲F5
Killer Grenades+	A5	▲C1	▲B4★	▲C2	▲B5	▲D1	▲D2★	▲D3	▲E1★	▲E2	▲E3	▲F1	▲E4	▲E5	▲F3	▲F4	▲F5	▲F5	▲F5
Genocide Beams	B3	▲C1	▲B4	▲C2★	▲B5	▲D1	▲D2	▲D3★	▲E1	▲E2	▲E3	▲F1	▲E4	▲E5	▲F3	▲F4	▲F5	▲F5	▲F5
Crystal Bees	C1	▲C2	▲B5★	▲C3	▲D1	▲C4	▲C5	▲E1	▲D4★	▲D5	▲E3	▲E4	▲F2	▲E5	▲G1	▲F4	▲F5	▲F5	▲G4
Killblood Geminis	B4	▲C2	▲B5	▲C3★	▲D1	▲C4	▲C5	▲E1	▲D4	▲D5★	▲E3	▲E4	▲F2	▲E5	▲G1	▲F4	▲F5	▲F5	▲G4
Metal Hornets	C2	▲C3	▲D1	▲C4★	▲D2	▲C5	▲D3	▲D4	▲E2	▲E3★	▲F1	▲E4	▲E5	▲F3	▲G1	▲G2	▲F5	▲G4	▲G4
Killblood Geminis+	B5	▲C3	▲D1	▲C4	▲D2★	▲C5	▲D3	▲D4	▲E2	▲E3	▲F1★	▲E4	▲E5	▲F3	▲G1	▲G2	▲F5	▲G4	▲G4
Gilded Drones	C3	▲C4	▲D2	▲C5	▲D3★	▲E1	▲D4	▲E2	▲D5	▲E3	▲E4	▲F2★	▲E5	▲F3	▲G1	▲G2	▲F5	▲G4	▲G4
Rapid Squid	D1	▲C4	▲D2	▲C5★	▲D3	▲E1	▲D4	▲E2	▲D5	▲E3	▲E4★	▲F2	▲E5	▲F3	▲G1	▲G2	▲F5	▲G4	▲G4
Full Metal Punishers	C4	▲C5	▲D3	▲E1	▲E1★	▲D4	▲E2	▲D5	▲E3	▲F1	▲E4	▲E5★	▲F3	▲G1	▲F4	▲G2	▲G3	▲G4	▲G4
Mad Squid	D2	▲C5	▲D3	▲E1	▲E1	▲D4★	▲E2	▲D5	▲E3	▲F1	▲E4	▲E5	▲F3	▲G1★	▲F4	▲G2	▲G3	▲G4	▲G4
Full Metal Punishers+	C5	▲E1	▲E1	▲D4	▲E2	▲D5	▲E3★	▲E3	▲F1	▲E4	▲F2	▲E5	▲F3★	▲G1	▲F4	▲G2	▲G3	▲G4	▲G5
Deep Squid	D3	▲E1	▲E1	▲D4	▲E2	▲D5★	▲E3	▲E3	▲F1	▲E4	▲F2	▲E5	▲F3★	▲G1	▲F4	▲G2	▲G3	▲G4	▲G5
Blast Daemons	E1	▲E2	▲E2	▲D5	▲E3	▲E3	▲F1★	▲E4	▲E4	▲F2	▲E5	▲F3	▲G1	▲F4	▲G2★	▲F5	▲G3	▲G4	▲G5
High-Tension Cuttle	D4	▲E2	▲E2	▲D5	▲E3	▲E3	▲F1	▲E4★	▲E4	▲F2	▲E5	▲F3	▲G1	▲F4	▲G2★	▲F5	▲G3	▲G4	▲G5
Daemon Menacers	E2	▲D5	▲E3	▲E3	▲F1	▲E4	▲E4	▲F2	▲E5★	▲E5	▲F3	▲G1	▲G1	▲F4★	▲G2	▲F5	▲G3★	▲G5	▲G5
High-Tension Cuttle+	D5	■D5	▲E3	▲E3	▲F1	▲E4	▲E4	▲F2★	▲E5	▲E5	▲F3	▲G1	▲G1	▲F4	▲G2	▲F5★	▲G3	▲G5	▲G5
Depth Chargers	E3	▲F1	▲F1	▲E4	▲E4	▲F2	▲E5	▲E5	▲F3	▲F3★	▲G1	▲G1	▲F4	▲G2	▲F5	▲F5★	▲G4	▲G5	▲G5
Pro Penetrators	F1	■F1	■F1	▲E4	▲E4	▲F2	▲E5	▲E5	▲F3	▲F3★	▲G1	▲G1	▲F4	▲G2	▲F5	▲F5	▲G4	▲G5	▲G5
Devilish Blasters	E4	▲F2	▲F2	▲F2	▲E5	▲E5	▲F3	▲F3	▲G1★	▲G1	▲F4	▲F4	▲G2	▲F5	▲F5	▲G3	▲G4	▲G5	▲G5
Geo Penetrators	F2	■F2	■F2	■F2	▲E5	▲E5	▲F3	▲F3	▲G1	▲G1	▲F4	▲F4★	▲G2	▲F5	▲F5	▲G3	▲G4	▲G5	▲G5
Devilish Blasters+	E5	▼F2	▲F3	▲F3	▲F3	▲G1	▲G1	▲G1	▲F4	▲F4	▲G2★	▲G2	▲F5	▲F5	▲G3	▲G3	▲G4	▲G5	▲G5
Osmotic Snipers	F3	▼F2	■F3	■F3	■F3	▲G1	▲G1	▲G1	▲F4	▲F4	▲G2★	▲G2	▲F5	▲F5	▲G3	▲G3	▲G4	▲G5	▲G5
Dreadnought Cannons	G1	▼F3	▼F3	▲F4	▲F4	▲F4	▲G2	▲G2	▲G2	▲G2	▲F5	▲F5	▲F5★	▲G3	▲G3	▲G4	▲G5	▲G5	▲G5
Miraculous Duo	F4	▼F3	▼F3	■F4	■F4	■F4	▲G2	▲G2	▲G2	▲G2	▲F5	▲F5★	▲F5	▲G3	▲G3	▲G4	▲G5	▲G5	▲G5
Dread Rising	G2	▼F3	▼F4	▼F4	▲F5	▲F5	▲F5	▲F5	▲G3	▲G3	▲G3	▲G3★	▲G4	▲G4	▲G4	▲G5	▲G5	▲G5	▲G5
Miraculous Duo+	F5	▼F3	▼F4	▼F4	■F5	■F5	■F5	■F5	▲G3	▲G3	▲G3	▲G3	▲G4	▲G4	▲G4	▲G5	▲G5	▲G5	▲G5
Dread Dominion	G3	▼F4	▼F4	▼F5	▼F5	▼F5	▲G4	▲G4	▲G4	▲G4	▲G4	▲G5	▲G5	▲G5	▲G5	▲G5	▲G5	▲G5	▲G5
The Fearless	G4	▼F4	▼F4	▼F5	▼F5	▼F5	■G4	■G4	■G4	■G4	■G4	▲G5	▲G5	▲G5	▲G5	▲G5	▲G5	▲G5	▲G5
The Fearless+	G5	▼F5	▼F5	▼F5	▼F5	▼G4	▼G4	▼G4	▼G4	■G5	■G5	■G5	■G5	■G5	■G5	■G5	■G5	■G5	■G5

WEAPON DATA

SIMON'S MAIN WEAPONS

Weapon Name	Abbr	A1	A3	A4	A5	C1	C2	C3	C4	C5	E1	E2	E3	E4	E5	G1	G2	G3	G4	G5	I1	I2	I3	I4	I5	J4
		A2	B1	B2	B3	B4	B5	D1	D2	D3	D4	D5	F1	F2	F3	F4	F5	H1	H2	H3	H4	H5	J1	J2	J3	J5
Flamethrower	A1	▲A3	▲A4★	▲A5	▲C1	▲C2	▲C3	▲C4	▲C5	▲E1	▲E2	▲E3	▲E4	▲E5	▲G1	▲G2	▲F5	▲H1	▲H2	▲H3	▲H3	▲H3	▲H4	▲H4	▲H5	▲H5
Flamethrower Lv2	A2	▲A3	▲A4	▲A5★	▲C1	▲C2	▲C3	▲C4	▲C5	▲E1	▲E2	▲E3	▲E4	▲E5	▲G1	▲G2	▲F5	▲H1	▲H2	▲H3	▲H3	▲H3	▲H4	▲H4	▲H5	▲H5
Flaming Air	A3	▲A4★	▲B2★	▲B3★	▲B4★	▲B5	▲C3	▲C4	▲C5	▲E1	▲E2	▲E3	▲E4	▲E5	▲G1	▲G2	▲G3	▲G4	▲H2	▲H3	▲H4	▲H5	▲H5	▲H5	▲J1	▲H5
Cold Spray	B1	▲A4★	▲B2★	▲B3★	▲B4	▲B5★	▲C3	▲C4	▲C5	▲E1	▲E2	▲E3	▲E4	▲E5	▲G1	▲G2	▲G3	▲G4	▲H2	▲H3	▲H4	▲H5	▲H5	▲H5	▲J1	▲H5
Flaming Draken	A4	▲A5★	▲B3★	▲C1	▲C2★	▲C3	▲D1	▲D2	▲D3	▲D4	▲D5	▲F1	▲F2	▲F3	▲F4	▲F5	▲G3	▲G4	▲G5	▲H3	▲H4	▲H5	▲J1	▲J1	▲J1	▲J1
Cold Spray Lv2	B2	▲A5	▲B3★	▲C1	▲C2	▲C3★	▲D1	▲D2	▲D3	▲D4	▲D5	▲F1	▲F2★	▲F3	▲F4	▲F5	▲G3	▲G4	▲G5	▲H3	▲H4	▲H5	▲J1	▲J1	▲J1	▲J1
Flaming Draken+	A5	▲C1	▲B4★	▲C2	▲B5	▲C3	▲C4★	▲C5	▲E1	▲E2	▲E3	▲E4	▲E5	▲G1	▲G2	▲G3	▲H1	▲H2	▲G5	▲I1	▲H4	▲H5	▲J1	▲J2	▲J3	▲J1
Cool Mist Shower	B3	▲C1	▲B4	▲C2★	▲B5	▲C3	▲C4	▲C5★	▲E1	▲E2	▲E3	▲E4★	▲E5	▲G1	▲G2	▲G3	▲H1	▲H2	▲G5	▲I1	▲H4	▲H5	▲J1	▲J2	▲J3	▲J1
Electro Nozzle	C1	▲C2	▲B5★	▲C3	▲C3	▲D1	▲D2★	▲D3	▲D4	▲E2	▲E3	▲E4	▲E5	▲G1	▲G2	▲G3	▲G4	▲H2	▲H3	▲I1	▲I2	▲H5	▲J1	▲J2	▲J3	▲J2
Freeze Duster	B4	▲C2	▲B5	▲C3★	▲C3	▲D1	▲D2	▲D3★	▲D4★	▲E2	▲E3★	▲E4	▲E5	▲G1	▲G2	▲G3	▲G4	▲H2	▲H3	▲I1	▲I2	▲H5	▲J1	▲J2	▲J3	▲J2
Electro Nozzle Lv2	C2	▲C3	▲C3	▲D1	▲C4★	▲D2	▲C5	▲E1	▲E2	▲D5	▲F1	▲F2	▲F3	▲F4	▲F5	▲H1	▲G4	▲G5	▲H3	▲H4	▲I2	▲I3	▲J1	▲J2	▲J3	▲J2
Freeze Duster+	B5	▲C3	▲C3	▲D1	▲C4	▲D2★	▲C5	▲E1	▲E2★	▲D5★	▲F1	▲F2	▲F3	▲F4	▲F5	▲H1	▲G4	▲G5	▲H3	▲H4	▲I2	▲I3	▲J1	▲J2	▲J3	▲J2
Spread Beam	C3	▲C4	▲C4	▲D2	▲C5★	▲D3	▲E1	▲D4	▲E2	▲E3★	▲E4	▲E5★	▲G1	▲G2	▲G3	▲G4	▲H2	▲G5	▲I1	▲H4	▲I2	▲I3	▲J1	▲J2	▲J3	▲J3
Twin Tornado	D1	▲C4	▲C4	▲D2	▲C5	▲D3★	▲E1	▲D4	▲E2	▲E3	▲E4★	▲E5	▲G1	▲G2	▲G3	▲G4★	▲H2	▲G5	▲I1	▲H4	▲I2	▲I3	▲J1	▲J2	▲J3	▲J3
Thunder Thrower	C4	▲C5	▲C5	▲D3	▲E1	▲D4	▲E2★	▲E2	▲D5	▲E3	▲E4	▲E5	▲G1	▲G2★	▲G3	▲G4	▲G5	▲H3	▲I1	▲I2	▲H5	▲I3	▲I4	▲J2	▲J3	▲J3
Double Cyclone	D2	▲C5	▲C5	▲D3	▲E1	▲D4★	▲E2	▲E2	▲D5	▲E3	▲E4	▲E5	▲G1	▲G2★	▲G3	▲G4★	▲G5	▲H3	▲I1	▲I2	▲H5★	▲I3	▲I4	▲J2	▲J3	▲J3
Thunder Thrower+	C5	▲E1	▲E1	▲D4	▲E2	▲E2	▲D5★	▲E3	▲E3	▲F1	▲F2	▲F3	▲F4	▲F5	▲H1	▲H2	▲G5	▲I1★	▲H4	▲I2	▲H5	▲I3	▲I4	▲J2	▲J3	▲J5
Dual Hurricane	D3	▲E1	▲E1	▲D4	▲E2	▲E2	▲D5	▲E3★	▲E3	▲F1	▲F2	▲F3	▲F4★	▲F5	▲H1	▲H2	▲G5★	▲I1	▲H4	▲I2	▲H5	▲I3	▲I4	▲J2	▲J3	▲J5
Lustrous Breeze	E1	▲E2	▲E2	▲D5	▲E3	▲E3	▲F1	▲E4★	▲E4	▲F2	▲E5	▲G1	▲G2	▲G3	▲G4	▲H2	▲H3	▲I1	▲H4★	▲I2	▲H5	▲J1	▲I4	▲J2	▲J3	▲J5
Crossing Headwind	D4	▲E2	▲E2	▲D5	▲E3	▲E3★	▲F1	▲E4	▲E4	▲F2	▲E5	▲G1	▲G2	▲G3	▲G4★	▲H2	▲H3	▲I1	▲H4	▲I2	▲H5	▲J1	▲I4	▲J2	▲J3	▲J5
Aureole Breeze	E2	▲E3	▲E3	▲F1	▲E4	▲E4	▲F2	▲E5★	▲E5	▲F3	▲G1	▲F4	▲G2	▲G3	▲G4★	▲G5	▲H3	▲H4	▲I2	▲H5	▲I3	▲J1	▲I4	▲I5	▲J3	▲J5
Crossing Headwind+	D5	▲E3	▲E3	▲F1	▲E4★	▲E4	▲F2	▲E5	▲E5	▲F3	▲G1	▲F4	▲G2	▲G3	▲G4	▲G5	▲H3★	▲H4	▲I2	▲H5	▲I3	▲J1	▲I4	▲I5	▲J3	▲J5
Sacred Zephyr	E3	▲E4	▲E4	▲F2	▲E5	▲E5	▲F3	▲G1	▲G1	▲F4★	▲G2	▲G2	▲F5	▲H1	▲H2	▲G5	▲I1	▲H4★	▲I2	▲H5	▲I3	▲J1	▲J2	▲I5	▲J3	▲J5
Dragon Breath	F1	▲E4	▲E4	▲F2★	▲E5	▲E5	▲F3	▲G1	▲G1	▲F4	▲G2	▲G2	▲F5	▲H1	▲H2	▲G5	▲I1	▲H4	▲I2	▲H5★	▲I3	▲J1	▲J2	▲I5	▲J3	▲J5
Catharsis Boomer	E4	▲E5	▲E5	▲F3	▲G1	▲G1	▲F4	▲G2	▲G2★	▲F5	▲G3	▲G3	▲H1	▲H2	▲G5	▲H3	▲I1	▲I2	▲H5	▲I3★	▲J1	▲I4	▲J2	▲I5	▲J3	▲J5
Chimera Breath	F2	▲E5	▲E5	▲F3	▲G1	▲G1	▲F4	▲G2	▲G2★	▲F5	▲G3	▲G3	▲H1	▲H2	▲G5	▲H3	▲I1	▲I2	▲H5	▲I3	▲J1	▲I4★	▲J2	▲I5	▲J3	▲J5
Catharsis Boomer+	E5	▲G1	▲G1	▲F4	▲G2	▲G2	▲F5	▲G3	▲G3	▲H1	▲G4	▲G4★	▲H2	▲G5	▲H3	▲I1	▲H4	▲I2	▲H5	▲I3	▲J1★	▲I4	▲J2	▲I5	▲J3	▲J5
Scylla Breath	F3	▲G1	▲G1	▲F4	▲G2	▲G2	▲F5	▲G3	▲G3	▲H1	▲G4★	▲G4	▲H2	▲G5	▲H3	▲I1	▲H4	▲I2	▲H5★	▲I3	▲J1	▲I4	▲J2	▲I5	▲J3	▲J5
Dark Breath	G1	▲G2	▲G2	▲F5	▲G3	▲G3	▲H1	▲G4★	▲G4	▲H2	▲H2	▲G5	▲G5	▲H3	▲I1	▲H4	▲I2	▲H5	▲I3	▲J1	▲I4	▲I4	▲J2★	▲I5	▲J3	▲J5
Exedra Breath	F4	▲G2	▲G2	▲F5	▲G3	▲G3	▲H1	▲G4	▲G4★	▲H2	▲H2	▲G5	▲G5	▲H3	▲I1	▲H4	▲I2	▲H5	▲I3	▲J1	▲I4	▲I4	▲J2	▲I5	▲J3	▲J5
Dark Hold	G2	▲F5	▲G3	▲G3	▲H1	▲G4	▲G4	▲H2	▲G5	▲G5	▲H3	▲H3★	▲I1	▲I1	▲H4	▲I2	▲H5	▲H5	▲I3	▲J1	▲I4	▲J2★	▲I5	▲J3	▲J4	▲J5
Exedra Breath+	F5	■F5	▲G3	▲G3	▲H1	▲G4	▲G4	▲H2	▲G5	▲G5★	▲H3	▲H3	▲I1	▲I1	▲H4	▲I2	▲H5	▲H5	▲I3	▲J1	▲I4	▲J2	▲I5	▲J3	▲J4	▲J5
Dark Infection	G3	▲H1	▲G4	▲G4	▲H2	▲H2	▲G5	▲G5	▲H3	▲I1	▲I1	▲H4	▲H4★	▲I2	▲I2	▲H5	▲H5	▲I3	▲J1	▲I4	▲I4	▲J2	▲I5★	▲J3	▲J4	▲J5
Evil Breath	H1	■H1	▲G4	▲G4	▲H2	▲H2	▲G5	▲G5	▲H3	▲I1★	▲I1	▲H4	▲H4	▲I2	▲I2	▲H5	▲H5	▲I3	▲J1	▲I4	▲I4	▲J2	▲I5	▲J3	▲J4	▲J5
Nocturne Breath	G4	▲H2	▲H2	▲G5	▲G5	▲H3	▲H3	▲I1	▲I1	▲H4	▲H4	▲I2	▲I2	▲H5	▲H5★	▲I3	▲I3	▲J1	▲J1	▲I4	▲J2	▲I5	▲I5	▲J3	▲J4	▲J5
Evil Cry	H2	■H2	■H2	▲G5	▲G5	▲H3	▲H3	▲I1	▲I1	▲H4	▲H4★	▲I2	▲I2	▲H5	▲H5	▲I3	▲I3	▲J1	▲J1	▲I4	▲J2	▲I5	▲I5	▲J3	▲J4	▲J5
Nocturne Breath+	G5	▲H3	▲H3	▲H3	▲I1	▲I1	▲H4	▲H4	▲I2	▲I2	▲I2	▲H5	▲H5	▲I3★	▲I3	▲J1	▲J1	▲I4	▲I4	▲J2	▲J2	▲I5	▲I5	▲J3	▲J4	▲J5
Evil Cacophony	H3	■H3	■H3	■H3	▲I1	▲I1	▲H4	▲H4	▲I2	▲I2	▲I2	▲H5	▲H5★	▲I3	▲I3	▲J1	▲J1	▲I4	▲I4	▲J2	▲J2	▲I5	▲I5	▲J3★	▲J4	▲J5
Vice Buster	I1	▼H3	▲H4	▲H4	▲H4	▲I2	▲I2	▲I2	▲H5★	▲H5	▲H5	▲I3	▲I3	▲J1	▲J1	▲I4	▲I4	▲I4	▲J2	▲J2	▲J2	▲J3	▲J3	▲J3	▲J4	▲J5
Pandemonium	H4	▼H3	■H4	■H4	■H4	▲I2	▲I2	▲I2	▲H5	▲H5	▲H5	▲I3	▲I3	▲J1	▲J1★	▲I4	▲I4	▲I4	▲J2	▲J2	▲J2	▲J3	▲J3	▲J3	▲J4	▲J5
Vice Predator	I2	▼H3	▲H5	▲H5	▲H5	▲H5	▲I3	▲I3	▲I3	▲I3	▲J1	▲J1	▲J1	▲I4★	▲I4	▲I4	▲J2	▲J2	▲I5	▲I5	▲J3	▲J3	▲J3	▲J4	▲J5	▲J5
Pandemonium+	H5	▼H3	■H5	■H5	■H5	■H5	▲I3	▲I3	▲I3	▲I3	▲J1	▲J1	▲J1	▲I4	▲I4	▲I4	▲J2★	▲J2	▲I5	▲I5	▲J3	▲J3	▲J3	▲J4	▲J5	▲J5
Guilty Predator	I3	▼H4	▼H5	▲J1	▲J1	▲J1	▲J1	▲J1	▲I4	▲I4	▲I4	▲I4	▲J2	▲J2	▲J2	▲J2★	▲I5	▲I5	▲I5	▲I5	▲J3	▲J3	▲J3	▲J4	▲J5	▲J5
Ganymede	J1	▼H4	▼H5	■J1	■J1	■J1	■J1	■J1	▲I4	▲I4	▲I4	▲I4	▲J2	▲J2	▲J2	▲J2	▲I5	▲I5★	▲I5	▲I5	▲J3	▲J3	▲J3	▲J4	▲J5	▲J5
Weeping Nemesis	I4	▼H4	▼H5	▼J1	▲J2	▲J2	▲J2	▲J2	▲J2	▲J2	▲J2	▲I5	▲I5	▲I5	▲I5	▲I5	▲J3	▲J3	▲J3	▲J3★	▲J3	▲J4	▲J4	▲J5	▲J5	▲J5
Ganymedelta	J2	▼H4	▼H5	▼J1	■J2	■J2	■J2	■J2	■J2	■J2	■J2	▲I5	▲I5	▲I5	▲I5	▲I5	▲J3	▲J3	▲J3	▲J3	▲J3	▲J4	▲J4	▲J5	▲J5	▲J5
Weeping Nemesis+	I5	▼H5	▼J1	▼J1	▲J3	▲J3	▲J3	▲J3	▲J3	▲J3	▲J3	▲J3	▲J3	▲J3	▲J3	▲J3	▲J4	▲J4	▲J4	▲J4	▲J4	▲J4	▲J5	▲J5	▲J5	▲J5
Ganymedeluxe	J3	▼H5	▼J1	▼J1	■J3	■J3	■J3	■J3	■J3	■J3	■J3	■J3	■J3	■J3	■J3	■J3										



SIMON'S SUB-WEAPONS



Weapon Name	Abbr	A1	A3	A4	A5	C1	C2	C3	C4	C5	E1	E2	E3	E4	E5	G1	G2	G3	G5
		A2	B1	B2	B3	B4	B5	D1	D2	D3	D4	D5	F1	F2	F3	F4	F5	G4	
Missile Pod I	A1	▲A3	▲A4★	▲A5	▲C1	▲C2	▲C3	▲C4	▲C5	▲E1	▲E2	▲D5	▲F1	▲F2	▲F2	▲F3	▲F3	▲F4	▲F5
Missile Pod II	A2	▲A3	▲A4★	▲A5★	▲C1	▲C2	▲C3	▲C4	▲C5	▲E1	▲E2	▲D5	▲F1	▲F2	▲F2	▲F3	▲F3	▲F4	▲F5
Missile Pod III	A3	▲A4★	▲B2	▲B3★	▲B4	▲B5	▲D1	▲D2	▲D3	▲E1	▲E2	▲E3	▲F1	▲F2	▲F3	▲F3	▲F4	▲F4	▲F5
Ranger Pod I	B1	▲A4★	▲B2	▲B3	▲B4★	▲B5★	▲D1	▲D2	▲D3	▲E1	▲E2	▲E3	▲F1	▲F2	▲F3	▲F3	▲F4	▲F4	▲F5
Missile Pod IV	A4	▲A5★	▲B3★	▲C1	▲C2★	▲C3	▲C4★	▲C5	▲E1	▲D4	▲D5	▲E3	▲E4	▲F2	▲F3	▲F4	▲F4	▲F5	▲F5
Ranger Pod II	B2	▲A5★	▲B3	▲C1	▲C2	▲C3★	▲C4	▲C5★	▲E1	▲D4	▲D5	▲E3	▲E4	▲F2	▲F3	▲F4	▲F4	▲F5	▲F5
Missile Pod IV+	A5	▲C1	▲B4★	▲C2	▲B5	▲D1	▲D2★	▲D3	▲E1★	▲E2	▲E3	▲F1	▲E4	▲E5	▲F3	▲F4	▲F5	▲F5	▲F5
Demolition Pod	B3	▲C1	▲B4	▲C2★	▲B5	▲D1	▲D2	▲D3★	▲E1	▲E2	▲E3	▲F1	▲E4	▲E5	▲F3	▲F4	▲F5	▲F5	▲F5
Combat Freak	C1	▲C2	▲B5★	▲C3	▲D1	▲C4	▲C5	▲E1	▲D4★	▲D5	▲E3	▲E4	▲F2	▲E5	▲G1	▲F4	▲F5	▲F5	▲G4
Quadra Bugaboo	B4	▲C2	▲B5	▲C3★	▲D1	▲C4	▲C5	▲E1	▲D4	▲D5★	▲E3	▲E4	▲F2	▲E5	▲G1	▲F4	▲F5	▲F5	▲G4
Combat Dexter	C2	▲C3	▲D1	▲C4★	▲D2	▲C5	▲D3	▲D4	▲E2	▲E3★	▲F1	▲E4	▲E5	▲F3	▲G1	▲G2	▲F5	▲G4	▲G4
Quadra Bugaboo+	B5	▲C3	▲D1	▲C4	▲D2★	▲C5	▲D3	▲D4	▲E2	▲E3	▲F1★	▲E4	▲E5	▲F3	▲G1	▲G2	▲F5	▲G4	▲G4
Combat Master	C3	▲C4	▲D2	▲C5	▲D3★	▲E1	▲D4	▲E2	▲D5	▲E3	▲E4	▲F2★	▲E5	▲F3	▲G1	▲G2	▲F5	▲G4	▲G4
Big Hawk	D1	▲C4	▲D2	▲C5★	▲D3	▲E1	▲D4	▲E2	▲D5	▲E3	▲E4★	▲F2	▲E5	▲F3	▲G1	▲G2	▲F5	▲G4	▲G4
Executioner	C4	▲C5	▲D3	▲E1	▲E1★	▲D4	▲E2	▲D5	▲E3	▲F1	▲E4	▲E5★	▲F3	▲G1	▲F4	▲G2	▲G3	▲G4	▲G4
Savage Hawk	D2	▲C5	▲D3	▲E1	▲E1	▲D4★	▲E2	▲D5	▲E3	▲F1	▲E4	▲E5	▲F3	▲G1★	▲F4	▲G2	▲G3	▲G4	▲G4
Executioner+	C5	▲E1	▲E1	▲D4	▲E2	▲D5	▲E3★	▲E3	▲F1	▲E4	▲F2	▲E5	▲F3★	▲G1	▲F4	▲G2	▲G3	▲G4	▲G5
Shooting Eagle	D3	▲E1	▲E1	▲D4	▲E2	▲D5★	▲E3	▲E3	▲F1	▲E4	▲F2	▲E5	▲F3★	▲G1	▲F4	▲G2	▲G3	▲G4	▲G5
Gatling Launcher	E1	▲E2	▲E2	▲D5	▲E3	▲E3	▲F1★	▲E4	▲E4	▲F2	▲E5	▲F3	▲G1	▲F4	▲G2★	▲F5	▲G3	▲G4	▲G5
Perfect Hunter	D4	▲E2	▲E2	▲D5	▲E3	▲E3	▲F1	▲E4★	▲E4	▲F2	▲E5	▲F3	▲G1	▲F4	▲G2★	▲F5	▲G3	▲G4	▲G5
Lupine Launcher	E2	▲D5	▲E3	▲E3	▲F1	▲E4	▲E4	▲F2	▲E5★	▲E5	▲F3	▲G1	▲G1	▲F4★	▲G2	▲F5	▲G3★	▲G5	▲G5
Perfect Hunter+	D5	■D5	▲E3	▲E3	▲F1	▲E4	▲E4	▲F2★	▲E5	▲E5	▲F3	▲G1	▲G1	▲F4	▲G2	▲F5★	▲G3	▲G5	▲G5
Lupine Pulser	E3	▲F1	▲F1	▲E4	▲E4	▲F2	▲E5	▲E5	▲F3	▲F3★	▲G1	▲G1	▲F4	▲G2	▲F5	▲F5★	▲G4	▲G5	▲G5
Brutal Jaguar	F1	■F1	■F1	▲E4	▲E4	▲F2	▲E5	▲E5	▲F3	▲F3★	▲G1	▲G1	▲F4	▲G2	▲F5	▲F5	▲G4	▲G5	▲G5
Tragic Lycan	E4	▲F2	▲F2	▲F2	▲E5	▲E5	▲F3	▲F3	▲G1★	▲G1	▲F4	▲F4	▲G2	▲F5	▲F5	▲G3	▲G4	▲G5	▲G5
Starving Tiger	F2	■F2	■F2	■F2	▲E5	▲E5	▲F3	▲F3	▲G1	▲G1	▲F4	▲F4★	▲G2	▲F5	▲F5	▲G3	▲G4	▲G5	▲G5
Tragic Lycan+	E5	▼F2	▲F3	▲F3	▲F3	▲G1	▲G1	▲G1	▲F4	▲F4	▲G2★	▲G2	▲F5	▲F5	▲G3	▲G3	▲G4	▲G5	▲G5
Leopard Aim	F3	▼F2	■F3	■F3	■F3	▲G1	▲G1	▲G1	▲F4	▲F4	▲G2★	▲G2	▲F5	▲F5	▲G3	▲G3	▲G4	▲G5	▲G5
Last Resort	G1	▼F3	▼F3	▲F4	▲F4	▲F4	▲G2	▲G2	▲G2	▲G2	▲F5	▲F5	▲F5★	▲G3	▲G3	▲G4	▲G5	▲G5	▲G5
Targeted Schneider	F4	▼F3	▼F3	■F4	■F4	■F4	▲G2	▲G2	▲G2	▲G2	▲F5	▲F5★	▲F5	▲G3	▲G3	▲G4	▲G5	▲G5	▲G5
Heavenly Vision	G2	▼F3	▼F4	▼F4	▲F5	▲F5	▲F5	▲F5	▲G3	▲G3	▲G3	▲G3★	▲G4	▲G4	▲G4	▲G5	▲G5	▲G5	▲G5
Targeted Schneider+	F5	▼F3	▼F4	▼F4	■F5	■F5	■F5	■F5	▲G3	▲G3	▲G3	▲G3	▲G4	▲G4	▲G4	▲G5	▲G5	▲G5	▲G5
Transfantasia	G3	▼F4	▼F4	▼F5	▼F5	▼F5	▲G4	▲G4	▲G4	▲G4	▲G4	▲G5	▲G5	▲G5	▲G5	▲G5	▲G5	▲G5	▲G5
Paradise Lost	G4	▼F4	▼F4	▼F5	▼F5	▼F5	■G4	■G4	■G4	■G4	■G4	▲G5	▲G5	▲G5	▲G5	▲G5	▲G5	▲G5	▲G5
Paradise Lost+	G5	▼F5	▼F5	▼F5	▼F5	▼G4	▼G4	▼G4	▼G4	■G5	■G5	■G5	■G5	■G5	■G5	■G5	■G5	■G5	■G5

WEAPON DATA



ZEGRAM'S MAIN WEAPONS



Weapon Name	Abbr	A1	A3	A4	A5	C1	C2	C3	C4	C5	E1	E2	E3	E4	E5	G1	G2	G3	G4	G5	I1	I2	I3	I4	I5	J4	
		A2	B1	B2	B3	B4	B5	D1	D2	D3	D4	D5	F1	F2	F3	F4	F5	H1	H2	H3	H4	H5	J1	J2	J3	J5	
Lunar Glint	A1	▲A3	▲A4★	▲A5	▲C1	▲C2	▲C3	▲C4	▲C5	▲E1	▲E2	▲E3	▲E4	▲E5	▲G1	▲G2	▲F5	▲H1	▲H2	▲H3	▲H3	▲H3	▲H4	▲H4	▲H5	▲H5	
Half-Moon Dawn	A2	▲A3	▲A4	▲A5★	▲C1	▲C2	▲C3	▲C4	▲C5	▲E1	▲E2	▲E3	▲E4	▲E5	▲G1	▲G2	▲F5	▲H1	▲H2	▲H3	▲H3	▲H3	▲H4	▲H4	▲H5	▲H5	
Half-Moon Rising	A3	▲A4★	▲B2★	▲B3★	▲B4★	▲B5	▲C3	▲C4	▲C5	▲E1	▲E2	▲E3	▲E4	▲E5	▲G1	▲G2	▲G3	▲G4	▲H2	▲H3	▲H4	▲H5	▲H5	▲H5	▲J1	▲H5	
Iron Demon	B1	▲A4★	▲B2★	▲B3★	▲B4	▲B5★	▲C3	▲C4	▲C5	▲E1	▲E2	▲E3	▲E4	▲E5	▲G1	▲G2	▲G3	▲G4	▲H2	▲H3	▲H4	▲H5	▲H5	▲H5	▲J1	▲H5	
Spectral Gleam	A4	▲A5★	▲B3★	▲C1	▲C2★	▲C3	▲D1	▲D2	▲D3	▲D4	▲D5	▲F1	▲F2	▲F3	▲F4	▲F5	▲G3	▲G4	▲G5	▲H3	▲H4	▲H5	▲J1	▲J1	▲J1	▲J1	
Diabolic Shredder	B2	▲A5	▲B3★	▲C1	▲C2	▲C3★	▲D1	▲D2	▲D3	▲D4	▲D5	▲F1	▲F2★	▲F3	▲F4	▲F5	▲G3	▲G4	▲G5	▲H3	▲H4	▲H5	▲J1	▲J1	▲J1	▲J1	
Spectral Gleam+	A5	▲C1	▲B4★	▲C2	▲B5	▲C3	▲C4★	▲C5	▲E1	▲E2	▲E3	▲E4	▲E5	▲G1	▲G2	▲G3	▲H1	▲H2	▲G5	▲I1	▲H4	▲H5	▲J1	▲J2	▲J3	▲J1	
Demon's Bane	B3	▲C1	▲B4	▲C2★	▲B5	▲C3	▲C4	▲C5★	▲E1	▲E2	▲E3	▲E4★	▲E5	▲G1	▲G2	▲G3	▲H1	▲H2	▲G5	▲I1	▲H4	▲H5	▲J1	▲J2	▲J3	▲J1	
Blaze Sword	C1	▲C2	▲B5★	▲C3	▲C3	▲D1	▲D2★	▲D3	▲D4	▲E2	▲E3	▲E4	▲E5	▲G1	▲G2	▲G3	▲G4	▲H2	▲H3	▲I1	▲I2	▲H5	▲J1	▲J2	▲J3	▲J2	
Vajra's Might	B4	▲C2	▲B5	▲C3★	▲C3	▲D1	▲D2	▲D3★	▲D4★	▲E2	▲E3★	▲E4	▲E5	▲G1	▲G2	▲G3	▲G4	▲H2	▲H3	▲I1	▲I2	▲H5	▲J1	▲J2	▲J3	▲J2	
Imp's Flame	C2	▲C3	▲C3	▲D1	▲C4★	▲D2	▲C5	▲E1	▲E2	▲D5	▲F1	▲F2	▲F3	▲F4	▲F5	▲H1	▲G4	▲G5	▲H3	▲H4	▲I2	▲I3	▲J1	▲J2	▲J3	▲J2	
Vajra's Might+	B5	▲C3	▲C3	▲D1	▲C4	▲D2★	▲C5	▲E1	▲E2★	▲D5★	▲F1	▲F2	▲F3	▲F4	▲F5	▲H1	▲G4	▲G5	▲H3	▲H4	▲I2	▲I3	▲J1	▲J2	▲J3	▲J2	
Crimson Blaze	C3	▲C4	▲C4	▲D2	▲C5★	▲D3	▲E1	▲D4	▲E2	▲E3★	▲E4	▲E5★	▲G1	▲G2	▲G3	▲G4	▲H2	▲G5	▲I1	▲H4	▲I2	▲I3	▲J1	▲J2	▲J3	▲J3	
Frozen Slasher	D1	▲C4	▲C4	▲D2	▲C5	▲D3★	▲E1	▲D4	▲E2	▲E3	▲E4★	▲E5	▲G1	▲G2	▲G3	▲G4★	▲H2	▲G5	▲I1	▲H4	▲I2	▲I3	▲J1	▲J2	▲J3	▲J3	
Vermillion Flare	C4	▲C5	▲C5	▲D3	▲E1	▲D4	▲E2★	▲E2	▲D5	▲E3	▲E4	▲E5	▲G1	▲G2★	▲G3	▲G4	▲G5	▲H3	▲I1	▲I2	▲H5	▲I3	▲I4	▲J2	▲J3	▲J3	
Ice Demon Fang	D2	▲C5	▲C5	▲D3	▲E1	▲D4★	▲E2	▲E2	▲D5	▲E3	▲E4	▲E5	▲G1	▲G2★	▲G3	▲G4★	▲G5	▲H3	▲I1	▲I2	▲H5★	▲I3	▲I4	▲J2	▲J3	▲J3	
Vermillion Flare+	C5	▲E1	▲E1	▲D4	▲E2	▲E2	▲D5★	▲E3	▲E3	▲F1	▲F2	▲F3	▲F4	▲F5	▲H1	▲H2	▲G5	▲I1★	▲H4	▲I2	▲H5	▲I3	▲I4	▲J2	▲J3	▲J5	
Azure Frost	D3	▲E1	▲E1	▲D4	▲E2	▲E2	▲D5	▲E3★	▲E3	▲F1	▲F2	▲F3	▲F4★	▲F5	▲H1	▲H2	▲G5★	▲I1	▲H4	▲I2	▲H5	▲I3	▲I4	▲J2	▲J3	▲J5	
Violet Lightning	E1	▲E2	▲E2	▲D5	▲E3	▲E3	▲F1	▲E4★	▲E4	▲F2	▲E5	▲G1	▲G2	▲G3	▲G4	▲H2	▲H3	▲I1	▲H4★	▲I2	▲H5	▲J1	▲I4	▲J2	▲J3	▲J5	
Blue Stare	D4	▲E2	▲E2	▲D5	▲E3	▲E3★	▲F1	▲E4	▲E4	▲F2	▲E5	▲G1	▲G2	▲G3	▲G4★	▲H2	▲H3	▲I1	▲H4	▲I2	▲H5	▲J1	▲I4	▲J2	▲J3	▲J5	
Violet Nimbus	E2	▲E3	▲E3	▲F1	▲E4	▲E4	▲F2	▲E5★	▲E5	▲F3	▲G1	▲F4	▲G2	▲G3	▲G4★	▲G5	▲H3	▲H4	▲I2	▲H5	▲I3	▲J1	▲I4	▲I5	▲J3	▲J5	
Blue Stare+	D5	▲E3	▲E3	▲F1	▲E4★	▲E4	▲F2	▲E5	▲E5	▲F3	▲G1	▲F4	▲G2	▲G3	▲G4	▲G5	▲H3★	▲H4	▲I2	▲H5	▲I3	▲J1	▲I4	▲I5	▲J3	▲J5	
Violaceous Halo	E3	▲E4	▲E4	▲F2	▲E5	▲E5	▲F3	▲G1	▲G1	▲F4★	▲G2	▲G2	▲F5	▲H1	▲H2	▲G5	▲I1	▲H4★	▲I2	▲H5	▲I3	▲J1	▲J2	▲I5	▲J3	▲J5	
Crescent Moon	F1	▲E4	▲E4	▲F2★	▲E5	▲E5	▲F3	▲G1	▲G1	▲F4	▲G2	▲G2	▲F5	▲H1	▲H2	▲G5	▲I1	▲H4	▲I2	▲H5★	▲I3	▲J1	▲J2	▲I5	▲J3	▲J5	
Ultraviolet Saber	E4	▲E5	▲E5	▲F3	▲G1	▲G1	▲F4	▲G2	▲G2★	▲F5	▲G3	▲G3	▲H1	▲H2	▲G5	▲H3	▲I1	▲I2	▲H5	▲I3★	▲J1	▲I4	▲J2	▲I5	▲J3	▲J5	
Azure Moon	F2	▲E5	▲E5	▲F3	▲G1	▲G1	▲F4	▲G2	▲G2★	▲F5	▲G3	▲G3	▲H1	▲H2	▲G5	▲H3	▲I1	▲I2	▲H5	▲I3	▲J1	▲I4★	▲J2	▲I5	▲J3	▲J5	
Ultraviolet Saber+	E5	▲G1	▲G1	▲F4	▲G2	▲G2	▲F5	▲G3	▲G3	▲H1	▲G4	▲G4★	▲H2	▲G5	▲H3	▲I1	▲H4	▲I2	▲H5	▲I3	▲J1★	▲I4	▲J2	▲I5	▲J3	▲J5	
Wicked Moon	F3	▲G1	▲G1	▲F4	▲G2	▲G2	▲F5	▲G3	▲G3	▲H1	▲G4★	▲G4	▲H2	▲G5	▲H3	▲I1	▲H4	▲I2	▲H5★	▲I3	▲J1	▲I4	▲J2	▲I5	▲J3	▲J5	
Divine Serpent	G1	▲G2	▲G2	▲F5	▲G3	▲G3	▲H1	▲G4★	▲G4	▲H2	▲H2	▲G5	▲G5	▲H3	▲I1	▲H4	▲I2	▲H5	▲I3	▲J1	▲I4	▲I4	▲J2★	▲I5	▲J3	▲J5	
Moon Shade	F4	▲G2	▲G2	▲F5	▲G3	▲G3	▲H1	▲G4	▲G4★	▲H2	▲H2	▲G5	▲G5	▲H3	▲I1	▲H4	▲I2	▲H5	▲I3	▲J1	▲I4	▲I4	▲J2	▲I5	▲J3	▲J5	
Jeweled Dragon	G2	▲F5	▲G3	▲G3	▲H1	▲G4	▲G4	▲H2	▲G5	▲G5	▲H3	▲H3★	▲I1	▲I1	▲H4	▲I2	▲H5	▲H5	▲I3	▲J1	▲I4	▲J2★	▲I5	▲J3	▲J4	▲J5	
Moon Shade+	F5	■F5	▲G3	▲G3	▲H1	▲G4	▲G4	▲H2	▲G5	▲G5★	▲H3	▲H3	▲I1	▲I1	▲H4	▲I2	▲H5	▲H5	▲I3	▲J1	▲I4	▲J2	▲I5	▲J3	▲J4	▲J5	
Cloudsplitter	G3	▲H1	▲G4	▲G4	▲H2	▲H2	▲G5	▲G5	▲H3	▲I1	▲I1	▲H4	▲H4★	▲I2	▲I2	▲H5	▲H5	▲I3	▲J1	▲I4	▲I4	▲J2	▲I5★	▲J3	▲J4	▲J5	
Archfiend's Blade	H1	■H1	▲G4	▲G4	▲H2	▲H2	▲G5	▲G5	▲H3	▲I1★	▲I1	▲H4	▲H4	▲I2	▲I2	▲H5	▲H5	▲I3	▲J1	▲I4	▲I4	▲J2	▲I5	▲J3	▲J4	▲J5	
Dragon's Ascent	G4	▲H2	▲H2	▲G5	▲G5	▲H3	▲H3	▲I1	▲I1	▲H4	▲H4	▲I2	▲I2	▲H5	▲H5★	▲I3	▲I3	▲J1	▲J1	▲I4	▲J2	▲I5	▲I5	▲J3	▲J4	▲J5	
Demonic Karma	H2	■H2	■H2	▲G5	▲G5	▲H3	▲H3	▲I1	▲I1	▲H4	▲H4★	▲I2	▲I2	▲H5	▲H5	▲I3	▲I3	▲J1	▲J1	▲I4	▲J2	▲I5	▲I5	▲J3	▲J4	▲J5	
Dragon's Ascent+	G5	▲H3	▲H3	▲H3	▲I1	▲I1	▲H4	▲H4	▲I2	▲I2	▲I2	▲H5	▲H5	▲I3★	▲I3	▲J1	▲J1	▲I4	▲I4	▲J2	▲J2	▲I5	▲I5	▲J3	▲J4	▲J5	
Sword of Purgatory	H3	■H3	■H3	■H3	▲I1	▲I1	▲H4	▲H4	▲I2	▲I2	▲I2	▲H5	▲H5★	▲I3	▲I3	▲J1	▲J1	▲I4	▲I4	▲J2	▲J2	▲I5	▲I5	▲J3★	▲J4	▲J5	
Phantom Dream	I1	▼H3	▲H4	▲H4	▲H4	▲I2	▲I2	▲I2	▲H5★	▲H5	▲H5	▲I3	▲I3	▲J1	▲J1	▲I4	▲I4	▲I4	▲J2	▲J2	▲J2	▲J3	▲J3	▲J3	▲J4	▲J5	
Hundred Hells	H4	▼H3	■H4	■H4	■H4	▲I2	▲I2	▲I2	▲H5	▲H5	▲H5	▲I3	▲I3	▲J1	▲J1★	▲I4	▲I4	▲I4	▲J2	▲J2	▲J2	▲J3	▲J3	▲J3	▲J4	▲J5	
Matchless Vision	I2	▼H3	▲H5	▲H5	▲H5	▲H5	▲I3	▲I3	▲I3	▲I3	▲J1	▲J1	▲J1	▲I4★	▲I4	▲I4	▲J2	▲J2	▲I5	▲I5	▲J3	▲J3	▲J3	▲J4	▲J5	▲J5	
Hundred Hells+	H5	▼H3	■H5	■H5	■H5	■H5	▲I3	▲I3	▲I3	▲I3	▲J1	▲J1	▲J1	▲I4	▲I4	▲I4	▲J2★	▲J2	▲I5	▲I5	▲J3	▲J3	▲J3	▲J4	▲J5	▲J5	
Rousing Vision	I3	▼H4	▼H5	▲J1	▲J1	▲J1	▲J1	▲J1	▲J1	▲I4	▲I4	▲I4	▲I4	▲J2	▲J2	▲J2	▲J2★	▲I5	▲I5	▲I5	▲I5	▲J3	▲J3	▲J3	▲J4	▲J5	▲J5
Great Demon	J1	▼H4	▼H5	■J1	■J1	■J1	■J1	■J1	■J1	▲I4	▲I4	▲I4	▲I4	▲J2	▲J2	▲J2	▲J2	▲I5	▲I5★	▲I5	▲I5	▲J3	▲J3	▲J3	▲J4	▲J5	▲J5
Phantasmic Glaive	I4	▼H4	▼H5	▼J1	▲J2	▲J2	▲J2	▲J2	▲J2	▲J2	▲J2	▲I5	▲I5	▲I5	▲I5	▲I5	▲J3	▲J3	▲J3	▲J3★	▲J3	▲J4	▲J4	▲J5	▲J5	▲J5	
Enchanting Ogre	J2	▼H4	▼H5	▼J1	■J2	■J2	■J2	■J2	■J2	■J2	■J2	▲I5	▲I5	▲I5	▲I5	▲I5	▲J3	▲J3	▲J3	▲J3	▲J3	▲J4	▲J4	▲J5	▲J5	▲J5	
Phantasmic Glaive+	I5	▼H5	▼J1	▼J1	▲J3	▲J3	▲J3	▲J3	▲J3	▲J3	▲J3	▲J3	▲J3	▲J3	▲J3	▲J3	▲J4	▲J4	▲J4	▲J4	▲J4	▲J5	▲J5	▲J5	▲J5	▲J5	
Pandemonium Mistress	J3	▼H5	▼J1	▼J1	■J3	■J3	■J3	■J3	■J3	■J3																	



ZEGRAM'S SUB-WEAPONS



Weapon Name	Abbr	A1	A3	A4	A5	C1	C2	C3	C4	C5	E1	E2	E3	E4	E5	G1	G2	G3	G5
		A2	B1	B2	B3	B4	B5	D1	D2	D3	D4	D5	F1	F2	F3	F4	F5	G4	
Shuriken	A1	▲A3	▲A4★	▲A5	▲C1	▲C2	▲C3	▲C4	▲C5	▲E1	▲E2	▲D5	▲F1	▲F2	▲F2	▲F3	▲F3	▲F4	▲F5
Shuriken Deux	A2	▲A3	▲A4★	▲A5★	▲C1	▲C2	▲C3	▲C4	▲C5	▲E1	▲E2	▲D5	▲F1	▲F2	▲F2	▲F3	▲F3	▲F4	▲F5
Gust Shuriken	A3	▲A4★	▲B2	▲B3★	▲B4	▲B5	▲D1	▲D2	▲D3	▲E1	▲E2	▲E3	▲F1	▲F2	▲F3	▲F3	▲F4	▲F4	▲F5
Bolt Shuriken	B1	▲A4★	▲B2	▲B3	▲B4★	▲B5★	▲D1	▲D2	▲D3	▲E1	▲E2	▲E3	▲F1	▲F2	▲F3	▲F3	▲F4	▲F4	▲F5
Vortex Star	A4	▲A5★	▲B3★	▲C1	▲C2★	▲C3	▲C4★	▲C5	▲E1	▲D4	▲D5	▲E3	▲E4	▲F2	▲F3	▲F4	▲F4	▲F5	▲F5
Bolt Deux	B2	▲A5★	▲B3	▲C1	▲C2	▲C3★	▲C4	▲C5★	▲E1	▲D4	▲D5	▲E3	▲E4	▲F2	▲F3	▲F4	▲F4	▲F5	▲F5
Vortex Star+	A5	▲C1	▲B4★	▲C2	▲B5	▲D1	▲D2★	▲D3	▲E1★	▲E2	▲E3	▲F1	▲E4	▲E5	▲F3	▲F4	▲F5	▲F5	▲F5
White Lightning	B3	▲C1	▲B4	▲C2★	▲B5	▲D1	▲D2	▲D3★	▲E1	▲E2	▲E3	▲F1	▲E4	▲E5	▲F3	▲F4	▲F5	▲F5	▲F5
Flame Shuriken	C1	▲C2	▲B5★	▲C3	▲D1	▲C4	▲C5	▲E1	▲D4★	▲D5	▲E3	▲E4	▲F2	▲E5	▲G1	▲F4	▲F5	▲F5	▲G4
Celestial Strike	B4	▲C2	▲B5	▲C3★	▲D1	▲C4	▲C5	▲E1	▲D4	▲D5★	▲E3	▲E4	▲F2	▲E5	▲G1	▲F4	▲F5	▲F5	▲G4
Flame Deux	C2	▲C3	▲D1	▲C4★	▲D2	▲C5	▲D3	▲D4	▲E2	▲E3★	▲F1	▲E4	▲E5	▲F3	▲G1	▲G2	▲F5	▲G4	▲G4
Celestial Strike+	B5	▲C3	▲D1	▲C4	▲D2★	▲C5	▲D3	▲D4	▲E2	▲E3	▲F1★	▲E4	▲E5	▲F3	▲G1	▲G2	▲F5	▲G4	▲G4
Inferno	C3	▲C4	▲D2	▲C5	▲D3★	▲E1	▲D4	▲E2	▲D5	▲E3	▲E4	▲F2★	▲E5	▲F3	▲G1	▲G2	▲F5	▲G4	▲G4
Icy Wheel	D1	▲C4	▲D2	▲C5★	▲D3	▲E1	▲D4	▲E2	▲D5	▲E3	▲E4★	▲F2	▲E5	▲F3	▲G1	▲G2	▲F5	▲G4	▲G4
Blazing Star	C4	▲C5	▲D3	▲E1	▲E1★	▲D4	▲E2	▲D5	▲E3	▲F1	▲E4	▲E5★	▲F3	▲G1	▲F4	▲G2	▲G3	▲G4	▲G4
Icy Wheel Deux	D2	▲C5	▲D3	▲E1	▲E1	▲D4★	▲E2	▲D5	▲E3	▲F1	▲E4	▲E5	▲F3	▲G1★	▲F4	▲G2	▲G3	▲G4	▲G4
Blazing Star+	C5	▲E1	▲E1	▲D4	▲E2	▲D5	▲E3★	▲E3	▲F1	▲E4	▲F2	▲E5	▲F3★	▲G1	▲F4	▲G2	▲G3	▲G4	▲G5
Winter's Chill	D3	▲E1	▲E1	▲D4	▲E2	▲D5★	▲E3	▲E3	▲F1	▲E4	▲F2	▲E5	▲F3★	▲G1	▲F4	▲G2	▲G3	▲G4	▲G5
Starlight	E1	▲E2	▲E2	▲D5	▲E3	▲E3	▲F1★	▲E4	▲E4	▲F2	▲E5	▲F3	▲G1	▲F4	▲G2★	▲F5	▲G3	▲G4	▲G5
Blizzard	D4	▲E2	▲E2	▲D5	▲E3	▲E3	▲F1	▲E4★	▲E4	▲F2	▲E5	▲F3	▲G1	▲F4	▲G2★	▲F5	▲G3	▲G4	▲G5
Starlight Deux	E2	▲D5	▲E3	▲E3	▲F1	▲E4	▲E4	▲F2	▲E5★	▲E5	▲F3	▲G1	▲G1	▲F4★	▲G2	▲F5	▲G3★	▲G5	▲G5
Blizzard+	D5	■D5	▲E3	▲E3	▲F1	▲E4	▲E4	▲F2★	▲E5	▲E5	▲F3	▲G1	▲G1	▲F4	▲G2	▲F5★	▲G3	▲G5	▲G5
Alkaid	E3	▲F1	▲F1	▲E4	▲E4	▲F2	▲E5	▲E5	▲F3	▲F3★	▲G1	▲G1	▲F4	▲G2	▲F5	▲F5★	▲G4	▲G5	▲G5
Famished Wolf	F1	■F1	■F1	▲E4	▲E4	▲F2	▲E5	▲E5	▲F3	▲F3★	▲G1	▲G1	▲F4	▲G2	▲F5	▲F5	▲G4	▲G5	▲G5
Alcyone	E4	▲F2	▲F2	▲F2	▲E5	▲E5	▲F3	▲F3	▲G1★	▲G1	▲F4	▲F4	▲G2	▲F5	▲F5	▲G3	▲G4	▲G5	▲G5
Savage Beast	F2	■F2	■F2	■F2	▲E5	▲E5	▲F3	▲F3	▲G1	▲G1	▲F4	▲F4★	▲G2	▲F5	▲F5	▲G3	▲G4	▲G5	▲G5
Alcyone+	E5	▼F2	▲F3	▲F3	▲F3	▲G1	▲G1	▲G1	▲F4	▲F4	▲G2★	▲G2	▲F5	▲F5	▲G3	▲G3	▲G4	▲G5	▲G5
White Wolf	F3	▼F2	■F3	■F3	■F3	▲G1	▲G1	▲G1	▲F4	▲F4	▲G2★	▲G2	▲F5	▲F5	▲G3	▲G3	▲G4	▲G5	▲G5
Tengu Cross	G1	▼F3	▼F3	▲F4	▲F4	▲F4	▲G2	▲G2	▲G2	▲G2	▲F5	▲F5	▲F5★	▲G3	▲G3	▲G4	▲G5	▲G5	▲G5
Moon Bay	F4	▼F3	▼F3	■F4	■F4	■F4	▲G2	▲G2	▲G2	▲G2	▲F5	▲F5★	▲F5	▲G3	▲G3	▲G4	▲G5	▲G5	▲G5
Tengu Cross DX	G2	▼F3	▼F4	▼F4	▲F5	▲F5	▲F5	▲F5	▲G3	▲G3	▲G3	▲G3★	▲G4	▲G4	▲G4	▲G5	▲G5	▲G5	▲G5
Moon Bay+	F5	▼F3	▼F4	▼F4	■F5	■F5	■F5	■F5	▲G3	▲G3	▲G3	▲G3	▲G4	▲G4	▲G4	▲G5	▲G5	▲G5	▲G5
Arachnitengu	G3	▼F4	▼F4	▼F5	▼F5	▼F5	▲G4	▲G4	▲G4	▲G4	▲G4	▲G5	▲G5	▲G5	▲G5	▲G5	▲G5	▲G5	▲G5
Soaring Tengu	G4	▼F4	▼F4	▼F5	▼F5	▼F5	■G4	■G4	■G4	■G4	■G4	▲G5	▲G5	▲G5	▲G5	▲G5	▲G5	▲G5	▲G5
Soaring Tengu+	G5	▼F5	▼F5	▼F5	▼F5	▼G4	▼G4	▼G4	▼G4	■G5	■G5	■G5	■G5	■G5	■G5	■G5	■G5	■G5	■G5

WEAPON DATA

LILIKA'S MAIN WEAPONS

Weapon Name	Abbr	A1	A3	A4	A5	C1	C2	C3	C4	C5	E1	E2	E3	E4	E5	G1	G2	G3	G4	G5	I1	I2	I3	I4	I5	J4
		A2	B1	B2	B3	B4	B5	D1	D2	D3	D4	D5	F1	F2	F3	F4	F5	H1	H2	H3	H4	H5	J1	J2	J3	J5
Wanderlust Bow	A1	▲A3	▲A4★	▲A5	▲C1	▲C2	▲C3	▲C4	▲C5	▲E1	▲E2	▲E3	▲E4	▲E5	▲G1	▲G2	▲F5	▲H1	▲H2	▲H3	▲H3	▲H3	▲H4	▲H4	▲H5	▲H5
Terra Bow	A2	▲A3	▲A4	▲A5★	▲C1	▲C2	▲C3	▲C4	▲C5	▲E1	▲E2	▲E3	▲E4	▲E5	▲G1	▲G2	▲F5	▲H1	▲H2	▲H3	▲H3	▲H3	▲H4	▲H4	▲H5	▲H5
Gaea Bow	A3	▲A4★	▲B2★	▲B3★	▲B4★	▲B5	▲C3	▲C4	▲C5	▲E1	▲E2	▲E3	▲E4	▲E5	▲G1	▲G2	▲G3	▲G4	▲H2	▲H3	▲H4	▲H5	▲H5	▲H5	▲J1	▲H5
Sea Gazer Bow	B1	▲A4★	▲B2★	▲B3★	▲B4	▲B5★	▲C3	▲C4	▲C5	▲E1	▲E2	▲E3	▲E4	▲E5	▲G1	▲G2	▲G3	▲G4	▲H2	▲H3	▲H4	▲H5	▲H5	▲H5	▲J1	▲H5
Earth and Sky Bow	A4	▲A5★	▲B3★	▲C1	▲C2★	▲C3	▲D1	▲D2	▲D3	▲D4	▲D5	▲F1	▲F2	▲F3	▲F4	▲F5	▲G3	▲G4	▲G5	▲H3	▲H4	▲H5	▲J1	▲J1	▲J1	▲J1
Sea Queller Bow	B2	▲A5	▲B3★	▲C1	▲C2	▲C3★	▲D1	▲D2	▲D3	▲D4	▲D5	▲F1	▲F2★	▲F3	▲F4	▲F5	▲G3	▲G4	▲G5	▲H3	▲H4	▲H5	▲J1	▲J1	▲J1	▲J1
Earth and Sky Bow+	A5	▲C1	▲B4★	▲C2	▲B5	▲C3	▲C4★	▲C5	▲E1	▲E2	▲E3	▲E4	▲E5	▲G1	▲G2	▲G3	▲H1	▲H2	▲G5	▲I1	▲H4	▲H5	▲J1	▲J2	▲J3	▲J1
Mother Ocean Bow	B3	▲C1	▲B4	▲C2★	▲B5	▲C3	▲C4	▲C5★	▲E1	▲E2	▲E3	▲E4★	▲E5	▲G1	▲G2	▲G3	▲H1	▲H2	▲G5	▲I1	▲H4	▲H5	▲J1	▲J2	▲J3	▲J1
Forest Runner Bow	C1	▲C2	▲B5★	▲C3	▲C3	▲D1	▲D2★	▲D3	▲D4	▲E2	▲E3	▲E4	▲E5	▲G1	▲G2	▲G3	▲G4	▲H2	▲H3	▲I1	▲I2	▲H5	▲J1	▲J2	▲J3	▲J2
Ocean Explorer Bow	B4	▲C2	▲B5	▲C3★	▲C3	▲D1	▲D2	▲D3★	▲D4★	▲E2	▲E3★	▲E4	▲E5	▲G1	▲G2	▲G3	▲G4	▲H2	▲H3	▲I1	▲I2	▲H5	▲J1	▲J2	▲J3	▲J2
Forest Wanderer Bow	C2	▲C3	▲C3	▲D1	▲C4★	▲D2	▲C5	▲E1	▲E2	▲D5	▲F1	▲F2	▲F3	▲F4	▲F5	▲H1	▲G4	▲G5	▲H3	▲H4	▲I2	▲I3	▲J1	▲J2	▲J3	▲J2
Ocean Explorer Bow+	B5	▲C3	▲C3	▲D1	▲C4	▲D2★	▲C5	▲E1	▲E2★	▲D5★	▲F1	▲F2	▲F3	▲F4	▲F5	▲H1	▲G4	▲G5	▲H3	▲H4	▲I2	▲I3	▲J1	▲J2	▲J3	▲J2
Forest Explorer Bow	C3	▲C4	▲C4	▲D2	▲C5★	▲D3	▲E1	▲D4	▲E2	▲E3★	▲E4	▲E5★	▲G1	▲G2	▲G3	▲G4	▲H2	▲G5	▲I1	▲H4	▲I2	▲I3	▲J1	▲J2	▲J3	▲J3
Windrider Bow	D1	▲C4	▲C4	▲D2	▲C5	▲D3★	▲E1	▲D4	▲E2	▲E3	▲E4★	▲E5	▲G1	▲G2	▲G3	▲G4★	▲H2	▲G5	▲I1	▲H4	▲I2	▲I3	▲J1	▲J2	▲J3	▲J3
Forest Diviner Bow	C4	▲C5	▲C5	▲D3	▲E1	▲D4	▲E2★	▲E2	▲D5	▲E3	▲E4	▲E5	▲G1	▲G2★	▲G3	▲G4	▲G5	▲H3	▲I1	▲I2	▲H5	▲I3	▲I4	▲J2	▲J3	▲J3
Stormbringer Bow	D2	▲C5	▲C5	▲D3	▲E1	▲D4★	▲E2	▲E2	▲D5	▲E3	▲E4	▲E5	▲G1	▲G2★	▲G3	▲G4★	▲G5	▲H3	▲I1	▲I2	▲H5★	▲I3	▲I4	▲J2	▲J3	▲J3
Forest Diviner Bow+	C5	▲E1	▲E1	▲D4	▲E2	▲E2	▲D5★	▲E3	▲E3	▲F1	▲F2	▲F3	▲F4	▲F5	▲H1	▲H2	▲G5	▲I1★	▲H4	▲I2	▲H5	▲I3	▲I4	▲J2	▲J3	▲J5
Galebracer Bow	D3	▲E1	▲E1	▲D4	▲E2	▲E2	▲D5	▲E3★	▲E3	▲F1	▲F2	▲F3	▲F4★	▲F5	▲H1	▲H2	▲G5★	▲I1	▲H4	▲I2	▲H5	▲I3	▲I4	▲J2	▲J3	▲J5
Mountainsong Bow	E1	▲E2	▲E2	▲D5	▲E3	▲E3	▲F1	▲E4★	▲E4	▲F2	▲E5	▲G1	▲G2	▲G3	▲G4	▲H2	▲H3	▲I1	▲H4★	▲I2	▲H5	▲J1	▲I4	▲J2	▲J3	▲J5
Sacred Wind Bow	D4	▲E2	▲E2	▲D5	▲E3	▲E3★	▲F1	▲E4	▲E4	▲F2	▲E5	▲G1	▲G2	▲G3	▲G4★	▲H2	▲H3	▲I1	▲H4	▲I2	▲H5	▲J1	▲I4	▲J2	▲J3	▲J5
Mountain Spirit Bow	E2	▲E3	▲E3	▲F1	▲E4	▲E4	▲F2	▲E5★	▲E5	▲F3	▲G1	▲F4	▲G2	▲G3	▲G4★	▲G5	▲H3	▲H4	▲I2	▲H5	▲I3	▲J1	▲I4	▲I5	▲J3	▲J5
Sacred Wind Bow+	D5	▲E3	▲E3	▲F1	▲E4★	▲E4	▲F2	▲E5	▲E5	▲F3	▲G1	▲F4	▲G2	▲G3	▲G4	▲G5	▲H3★	▲H4	▲I2	▲H5	▲I3	▲J1	▲I4	▲I5	▲J3	▲J5
Mountain Faerie Bow	E3	▲E4	▲E4	▲F2	▲E5	▲E5	▲F3	▲G1	▲G1	▲F4★	▲G2	▲G2	▲F5	▲H1	▲H2	▲G5	▲I1	▲H4★	▲I2	▲H5	▲I3	▲J1	▲J2	▲I5	▲J3	▲J5
Heavenly Guide Bow	F1	▲E4	▲E4	▲F2★	▲E5	▲E5	▲F3	▲G1	▲G1	▲F4	▲G2	▲G2	▲F5	▲H1	▲H2	▲G5	▲I1	▲H4	▲I2	▲H5★	▲I3	▲J1	▲J2	▲I5	▲J3	▲J5
Mountain Nymph Bow	E4	▲E5	▲E5	▲F3	▲G1	▲G1	▲F4	▲G2	▲G2★	▲F5	▲G3	▲G3	▲H1	▲H2	▲G5	▲H3	▲I1	▲I2	▲H5	▲I3★	▲J1	▲I4	▲J2	▲I5	▲J3	▲J5
Soaring Heavens Bow	F2	▲E5	▲E5	▲F3	▲G1	▲G1	▲F4	▲G2	▲G2★	▲F5	▲G3	▲G3	▲H1	▲H2	▲G5	▲H3	▲I1	▲I2	▲H5	▲I3	▲J1	▲I4★	▲J2	▲I5	▲J3	▲J5
Mountain Nymph Bow+	E5	▲G1	▲G1	▲F4	▲G2	▲G2	▲F5	▲G3	▲G3	▲H1	▲G4	▲G4★	▲H2	▲G5	▲H3	▲I1	▲H4	▲I2	▲H5	▲I3	▲J1★	▲I4	▲J2	▲I5	▲J3	▲J5
Sacred Wanderer Bow	F3	▲G1	▲G1	▲F4	▲G2	▲G2	▲F5	▲G3	▲G3	▲H1	▲G4★	▲G4	▲H2	▲G5	▲H3	▲I1	▲H4	▲I2	▲H5★	▲I3	▲J1	▲I4	▲J2	▲I5	▲J3	▲J5
Hapyunes SG	G1	▲G2	▲G2	▲F5	▲G3	▲G3	▲H1	▲G4★	▲G4	▲H2	▲H2	▲G5	▲G5	▲H3	▲I1	▲H4	▲I2	▲H5	▲I3	▲J1	▲I4	▲I4	▲J2★	▲I5	▲J3	▲J5
Heavenly Respite Bow	F4	▲G2	▲G2	▲F5	▲G3	▲G3	▲H1	▲G4	▲G4★	▲H2	▲H2	▲G5	▲G5	▲H3	▲I1	▲H4	▲I2	▲H5	▲I3	▲J1	▲I4	▲I4	▲J2	▲I5	▲J3	▲J5
Opinicus EX	G2	▲F5	▲G3	▲G3	▲H1	▲G4	▲G4	▲H2	▲G5	▲G5	▲H3	▲H3★	▲I1	▲I1	▲H4	▲I2	▲H5	▲H5	▲I3	▲J1	▲I4	▲J2★	▲I5	▲J3	▲J4	▲J5
Heavenly Respite Bow+	F5	■F5	▲G3	▲G3	▲H1	▲G4	▲G4	▲H2	▲G5	▲G5★	▲H3	▲H3	▲I1	▲I1	▲H4	▲I2	▲H5	▲H5	▲I3	▲J1	▲I4	▲J2	▲I5	▲J3	▲J4	▲J5
Sphinx MH-P	G3	▲H1	▲G4	▲G4	▲H2	▲H2	▲G5	▲G5	▲H3	▲I1	▲I1	▲H4	▲H4★	▲I2	▲I2	▲H5	▲H5	▲I3	▲J1	▲I4	▲I4	▲J2	▲I5★	▲J3	▲J4	▲J5
Stellar Dream Bow	H1	■H1	▲G4	▲G4	▲H2	▲H2	▲G5	▲G5	▲H3	▲I1★	▲I1	▲H4	▲H4	▲I2	▲I2	▲H5	▲H5	▲I3	▲J1	▲I4	▲I4	▲J2	▲I5	▲J3	▲J4	▲J5
Siren's Wing	G4	▲H2	▲H2	▲G5	▲G5	▲H3	▲H3	▲I1	▲I1	▲H4	▲H4	▲I2	▲I2	▲H5	▲H5★	▲I3	▲I3	▲J1	▲J1	▲I4	▲J2	▲I5	▲I5	▲J3	▲J4	▲J5
Stellar Prayer Bow	H2	■H2	■H2	▲G5	▲G5	▲H3	▲H3	▲I1	▲I1	▲H4	▲H4★	▲I2	▲I2	▲H5	▲H5	▲I3	▲I3	▲J1	▲J1	▲I4	▲J2	▲I5	▲I5	▲J3	▲J4	▲J5
Siren's Wing+	G5	▲H3	▲H3	▲H3	▲I1	▲I1	▲H4	▲H4	▲I2	▲I2	▲I2	▲H5	▲H5	▲I3★	▲I3	▲J1	▲J1	▲I4	▲I4	▲J2	▲J2	▲I5	▲I5	▲J3	▲J4	▲J5
Star Gatherer Bow	H3	■H3	■H3	■H3	▲I1	▲I1	▲H4	▲H4	▲I2	▲I2	▲I2	▲H5	▲H5★	▲I3	▲I3	▲J1	▲J1	▲I4	▲I4	▲J2	▲J2	▲I5	▲I5	▲J3★	▲J4	▲J5
Moonlight Bow	I1	▼H3	▲H4	▲H4	▲H4	▲I2	▲I2	▲I2	▲H5★	▲H5	▲H5	▲I3	▲I3	▲J1	▲J1	▲I4	▲I4	▲I4	▲J2	▲J2	▲J2	▲J3	▲J3	▲J3	▲J4	▲J5
Star Crosser Bow	H4	▼H3	■H4	■H4	■H4	▲I2	▲I2	▲I2	▲H5	▲H5	▲H5	▲I3	▲I3	▲J1	▲J1★	▲I4	▲I4	▲I4	▲J2	▲J2	▲J2	▲J3	▲J3	▲J3	▲J4	▲J5
Moonray Bow	I2	▼H3	▲H5	▲H5	▲H5	▲H5	▲I3	▲I3	▲I3	▲I3	▲J1	▲J1	▲J1	▲I4★	▲I4	▲I4	▲J2	▲J2	▲I5	▲I5	▲J3	▲J3	▲J3	▲J4	▲J5	▲J5
Star Crosser Bow+	H5	▼H3	■H5	■H5	■H5	■H5	▲I3	▲I3	▲I3	▲I3	▲J1	▲J1	▲J1	▲I4	▲I4	▲I4	▲J2★	▲J2	▲I5	▲I5	▲J3	▲J3	▲J3	▲J4	▲J5	▲J5
Moonsong Bow	I3	▼H4	▼H5	▲J1	▲J1	▲J1	▲J1	▲J1	▲I4	▲I4	▲I4	▲I4	▲J2	▲J2	▲J2	▲J2★	▲I5	▲I5	▲I5	▲I5	▲J3	▲J3	▲J3	▲J4	▲J5	▲J5
Sunstalker Bow	J1	▼H4	▼H5	■J1	■J1	■J1	■J1	■J1	▲I4	▲I4	▲I4	▲I4	▲J2	▲J2	▲J2	▲J2	▲I5	▲I5★	▲I5	▲I5	▲J3	▲J3	▲J3	▲J4	▲J5	▲J5
Moonbeam Bow	I4	▼H4	▼H5	▼J1	▲J2	▲J2	▲J2	▲J2	▲J2	▲J2	▲J2	▲J2	▲I5	▲I5	▲I5	▲I5	▲I5	▲J3	▲J3	▲J3	▲J3★	▲J3	▲J4	▲J4	▲J5	▲J5
Sunfighter Bow	J2	▼H4	▼H5	▼J1	■J2	■J2	■J2	■J2	■J2	■J2	■J2	■J2	▲I5	▲I5	▲I5	▲I5	▲I5	▲J3	▲J3	▲J3	▲J3	▲J3	▲J4	▲J4	▲J5	▲J5
Moonbeam Bow+	I5	▼H5	▼J1	▼J1	▲J3	▲J3	▲J3	▲J3	▲J3	▲J3	▲J3	▲J3	▲J3	▲J3	▲J3	▲J3	▲J4	▲J4	▲J4	▲J4	▲J4	▲J4	▲J5	▲J5	▲J5	▲J5
Sunbringer Bow	J3	▼H5	▼J1	▼J1	■J3	■J3	■J3	■J3	■J3	■J3	■J3	■J3	■J3	■J												



LILIKA'S SUB-WEAPONS



Weapon Name	Abbr	A1	A3	A4	A5	C1	C2	C3	C4	C5	E1	E2	E3	E4	E5	G1	G2	G3	G5
		A2	B1	B2	B3	B4	B5	D1	D2	D3	D4	D5	F1	F2	F3	F4	F5	G4	
Hunter's Hatchet	A1	▲A3	▲A4★	▲A5	▲C1	▲C2	▲C3	▲C4	▲C5	▲E1	▲E2	▲D5	▲F1	▲F2	▲F2	▲F3	▲F3	▲F4	▲F5
Warrior's Hatchet	A2	▲A3	▲A4★	▲A5★	▲C1	▲C2	▲C3	▲C4	▲C5	▲E1	▲E2	▲D5	▲F1	▲F2	▲F2	▲F3	▲F3	▲F4	▲F5
Hero's Hatchet	A3	▲A4★	▲B2	▲B3★	▲B4	▲B5	▲D1	▲D2	▲D3	▲E1	▲E2	▲E3	▲F1	▲F2	▲F3	▲F3	▲F4	▲F4	▲F5
Triton Hatchet	B1	▲A4★	▲B2	▲B3	▲B4★	▲B5★	▲D1	▲D2	▲D3	▲E1	▲E2	▲E3	▲F1	▲F2	▲F3	▲F3	▲F4	▲F4	▲F5
Hermit's Hatchet	A4	▲A5★	▲B3★	▲C1	▲C2★	▲C3	▲C4★	▲C5	▲E1	▲D4	▲D5	▲E3	▲E4	▲F2	▲F3	▲F4	▲F4	▲F5	▲F5
Mermaid Hatchet	B2	▲A5★	▲B3	▲C1	▲C2	▲C3★	▲C4	▲C5★	▲E1	▲D4	▲D5	▲E3	▲E4	▲F2	▲F3	▲F4	▲F4	▲F5	▲F5
Hermit's Hatchet+	A5	▲C1	▲B4★	▲C2	▲B5	▲D1	▲D2★	▲D3	▲E1★	▲E2	▲E3	▲F1	▲E4	▲E5	▲F3	▲F4	▲F5	▲F5	▲F5
Shark Hatchet	B3	▲C1	▲B4	▲C2★	▲B5	▲D1	▲D2	▲D3★	▲E1	▲E2	▲E3	▲F1	▲E4	▲E5	▲F3	▲F4	▲F5	▲F5	▲F5
Mud Spider Hatchet	C1	▲C2	▲B5★	▲C3	▲D1	▲C4	▲C5	▲E1	▲D4★	▲D5	▲E3	▲E4	▲F2	▲E5	▲G1	▲F4	▲F5	▲F5	▲G4
Sea Dragon Hatchet	B4	▲C2	▲B5	▲C3★	▲D1	▲C4	▲C5	▲E1	▲D4	▲D5★	▲E3	▲E4	▲F2	▲E5	▲G1	▲F4	▲F5	▲F5	▲G4
Black Widow Hatchet	C2	▲C3	▲D1	▲C4★	▲D2	▲C5	▲D3	▲D4	▲E2	▲E3★	▲F1	▲E4	▲E5	▲F3	▲G1	▲G2	▲F5	▲G4	▲G4
Sea Dragon Hatchet+	B5	▲C3	▲D1	▲C4	▲D2★	▲C5	▲D3	▲D4	▲E2	▲E3	▲F1★	▲E4	▲E5	▲F3	▲G1	▲G2	▲F5	▲G4	▲G4
Hellcrawler Hatchet	C3	▲C4	▲D2	▲C5	▲D3★	▲E1	▲D4	▲E2	▲D5	▲E3	▲E4	▲F2★	▲E5	▲F3	▲G1	▲G2	▲F5	▲G4	▲G4
Maneater's Hatchet	D1	▲C4	▲D2	▲C5★	▲D3	▲E1	▲D4	▲E2	▲D5	▲E3	▲E4★	▲F2	▲E5	▲F3	▲G1	▲G2	▲F5	▲G4	▲G4
Dark Orochi Hatchet	C4	▲C5	▲D3	▲E1	▲E1★	▲D4	▲E2	▲D5	▲E3	▲F1	▲E4	▲E5★	▲F3	▲G1	▲F4	▲G2	▲G3	▲G4	▲G4
Ogre's Hatchet	D2	▲C5	▲D3	▲E1	▲E1	▲D4★	▲E2	▲D5	▲E3	▲F1	▲E4	▲E5	▲F3	▲G1★	▲F4	▲G2	▲G3	▲G4	▲G4
Dark Orochi Hatchet+	C5	▲E1	▲E1	▲D4	▲E2	▲D5	▲E3★	▲E3	▲F1	▲E4	▲F2	▲E5	▲F3★	▲G1	▲F4	▲G2	▲G3	▲G4	▲G5
Babylon's Hatchet	D3	▲E1	▲E1	▲D4	▲E2	▲D5★	▲E3	▲E3	▲F1	▲E4	▲F2	▲E5	▲F3★	▲G1	▲F4	▲G2	▲G3	▲G4	▲G5
Spirit Hatchet	E1	▲E2	▲E2	▲D5	▲E3	▲E3	▲F1★	▲E4	▲E4	▲F2	▲E5	▲F3	▲G1	▲F4	▲G2★	▲F5	▲G3	▲G4	▲G5
Typhon's Hatchet	D4	▲E2	▲E2	▲D5	▲E3	▲E3	▲F1	▲E4★	▲E4	▲F2	▲E5	▲F3	▲G1	▲F4	▲G2★	▲F5	▲G3	▲G4	▲G5
Hamadryad Hatchet	E2	▲D5	▲E3	▲E3	▲F1	▲E4	▲E4	▲F2	▲E5★	▲E5	▲F3	▲G1	▲G1	▲F4★	▲G2	▲F5	▲G3★	▲G5	▲G5
Typhon's Hatchet+	D5	■D5	▲E3	▲E3	▲F1	▲E4	▲E4	▲F2★	▲E5	▲E5	▲F3	▲G1	▲G1	▲F4	▲G2	▲F5★	▲G3	▲G5	▲G5
Oread Hatchet	E3	▲F1	▲F1	▲E4	▲E4	▲F2	▲E5	▲E5	▲F3	▲F3★	▲G1	▲G1	▲F4	▲G2	▲F5	▲F5★	▲G4	▲G5	▲G5
Flame Mage Hatchet	F1	■F1	■F1	▲E4	▲E4	▲F2	▲E5	▲E5	▲F3	▲F3★	▲G1	▲G1	▲F4	▲G2	▲F5	▲F5	▲G4	▲G5	▲G5
Artemis Hatchet	E4	▲F2	▲F2	▲F2	▲E5	▲E5	▲F3	▲F3	▲G1★	▲G1	▲F4	▲F4	▲G2	▲F5	▲F5	▲G3	▲G4	▲G5	▲G5
Spark Dragon Hatchet	F2	■F2	■F2	■F2	▲E5	▲E5	▲F3	▲F3	▲G1	▲G1	▲F4	▲F4★	▲G2	▲F5	▲F5	▲G3	▲G4	▲G5	▲G5
Artemis Hatchet+	E5	▼F2	▲F3	▲F3	▲F3	▲G1	▲G1	▲G1	▲F4	▲F4	▲G2★	▲G2	▲F5	▲F5	▲G3	▲G3	▲G4	▲G5	▲G5
Ice Wolf Hatchet	F3	▼F2	■F3	■F3	■F3	▲G1	▲G1	▲G1	▲F4	▲F4	▲G2★	▲G2	▲F5	▲F5	▲G3	▲G3	▲G4	▲G5	▲G5
Unicorn Hatchet	G1	▼F3	▼F3	▲F4	▲F4	▲F4	▲G2	▲G2	▲G2	▲G2	▲F5	▲F5	▲F5★	▲G3	▲G3	▲G4	▲G5	▲G5	▲G5
Gale Goddess Hatchet	F4	▼F3	▼F3	■F4	■F4	■F4	▲G2	▲G2	▲G2	▲G2	▲F5	▲F5★	▲F5	▲G3	▲G3	▲G4	▲G5	▲G5	▲G5
Great Beast Hatchet	G2	▼F3	▼F4	▼F4	▲F5	▲F5	▲F5	▲F5	▲G3	▲G3	▲G3	▲G3★	▲G4	▲G4	▲G4	▲G5	▲G5	▲G5	▲G5
Gale Goddess Hatchet+	F5	▼F3	▼F4	▼F4	■F5	■F5	■F5	■F5	▲G3	▲G3	▲G3	▲G3	▲G4	▲G4	▲G4	▲G5	▲G5	▲G5	▲G5
Beast King Hatchet	G3	▼F4	▼F4	▼F5	▼F5	▼F5	▲G4	▲G4	▲G4	▲G4	▲G4	▲G5	▲G5	▲G5	▲G5	▲G5	▲G5	▲G5	▲G5
Divine Beast Hatchet	G4	▼F4	▼F4	▼F5	▼F5	▼F5	■G4	■G4	■G4	■G4	■G4	▲G5	▲G5	▲G5	▲G5	▲G5	▲G5	▲G5	▲G5
Divine Beast Hatchet+	G5	▼F5	▼F5	▼F5	▼F5	▼G4	▼G4	▼G4	▼G4	■G5	■G5	■G5	■G5	■G5	■G5	■G5	■G5	■G5	■G5

WEAPON DATA



JUPIS'S MAIN WEAPONS



		A1	A3	A4	A5	C1	C2	C3	C4	C5	E1	E2	E3	E4	E5	G1	G2	G3	G4	G5	I1	I2	I3	I4	I5	J4	
Weapon Name	Abbr	A2	B1	B2	B3	B4	B5	D1	D2	D3	D4	D5	F1	F2	F3	F4	F5	H1	H2	H3	H4	H5	J1	J2	J3	J5	
Maniac Spear	A1	▲A3	▲A4★	▲A5	▲C1	▲C2	▲C3	▲C4	▲C5	▲E1	▲E2	▲E3	▲E4	▲E5	▲G1	▲G2	▲F5	▲H1	▲H2	▲H3	▲H3	▲H3	▲H4	▲H4	▲H5	▲H5	
Mirage Spear	A2	▲A3	▲A4	▲A5★	▲C1	▲C2	▲C3	▲C4	▲C5	▲E1	▲E2	▲E3	▲E4	▲E5	▲G1	▲G2	▲F5	▲H1	▲H2	▲H3	▲H3	▲H3	▲H4	▲H4	▲H5	▲H5	
Wasp Sting	A3	▲A4★	▲B2★	▲B3★	▲B4★	▲B5	▲C3	▲C4	▲C5	▲E1	▲E2	▲E3	▲E4	▲E5	▲G1	▲G2	▲G3	▲G4	▲H2	▲H3	▲H4	▲H5	▲H5	▲H5	▲J1	▲H5	
Planet Spear	B1	▲A4★	▲B2★	▲B3★	▲B4	▲B5★	▲C3	▲C4	▲C5	▲E1	▲E2	▲E3	▲E4	▲E5	▲G1	▲G2	▲G3	▲G4	▲H2	▲H3	▲H4	▲H5	▲H5	▲H5	▲J1	▲H5	
Martial Spirit	A4	▲A5★	▲B3★	▲C1	▲C2★	▲C3	▲D1	▲D2	▲D3	▲D4	▲D5	▲F1	▲F2	▲F3	▲F4	▲F5	▲G3	▲G4	▲G5	▲H3	▲H4	▲H5	▲J1	▲J1	▲J1	▲J1	
Round Spear	B2	▲A5	▲B3★	▲C1	▲C2	▲C3★	▲D1	▲D2	▲D3	▲D4	▲D5	▲F1	▲F2★	▲F3	▲F4	▲F5	▲G3	▲G4	▲G5	▲H3	▲H4	▲H5	▲J1	▲J1	▲J1	▲J1	
Martial Spirit+	A5	▲C1	▲B4★	▲C2	▲B5	▲C3	▲C4★	▲C5	▲E1	▲E2	▲E3	▲E4	▲E5	▲G1	▲G2	▲G3	▲H1	▲H2	▲G5	▲I1	▲H4	▲H5	▲J1	▲J2	▲J3	▲J1	
Driving Spear	B3	▲C1	▲B4	▲C2★	▲B5	▲C3	▲C4	▲C5★	▲E1	▲E2	▲E3	▲E4★	▲E5	▲G1	▲G2	▲G3	▲H1	▲H2	▲G5	▲I1	▲H4	▲H5	▲J1	▲J2	▲J3	▲J1	
Holy Javelin	C1	▲C2	▲B5★	▲C3	▲C3	▲D1	▲D2★	▲D3	▲D4	▲E2	▲E3	▲E4	▲E5	▲G1	▲G2	▲G3	▲G4	▲H2	▲H3	▲I1	▲I2	▲H5	▲J1	▲J2	▲J3	▲J2	
Metamorphose Spear	B4	▲C2	▲B5	▲C3★	▲C3	▲D1	▲D2	▲D3★	▲D4★	▲E2	▲E3★	▲E4	▲E5	▲G1	▲G2	▲G3	▲G4	▲H2	▲H3	▲I1	▲I2	▲H5	▲J1	▲J2	▲J3	▲J2	
Holy Lance	C2	▲C3	▲C3	▲D1	▲C4★	▲D2	▲C5	▲E1	▲E2	▲D5	▲F1	▲F2	▲F3	▲F4	▲F5	▲H1	▲G4	▲G5	▲H3	▲H4	▲I2	▲I3	▲J1	▲J2	▲J3	▲J2	
Metamorphose Spear+	B5	▲C3	▲C3	▲D1	▲C4	▲D2★	▲C5	▲E1	▲E2★	▲D5★	▲F1	▲F2	▲F3	▲F4	▲F5	▲H1	▲G4	▲G5	▲H3	▲H4	▲I2	▲I3	▲J1	▲J2	▲J3	▲J2	
Holy Catharsis	C3	▲C4	▲C4	▲D2	▲C5★	▲D3	▲E1	▲D4	▲E2	▲E3★	▲E4	▲E5★	▲G1	▲G2	▲G3	▲G4	▲H2	▲G5	▲I1	▲H4	▲I2	▲I3	▲J1	▲J2	▲J3	▲J3	
Astral Rod	D1	▲C4	▲C4	▲D2	▲C5	▲D3★	▲E1	▲D4	▲E2	▲E3	▲E4★	▲E5	▲G1	▲G2	▲G3	▲G4★	▲H2	▲G5	▲I1	▲H4	▲I2	▲I3	▲J1	▲J2	▲J3	▲J3	
Sanctuary	C4	▲C5	▲C5	▲D3	▲E1	▲D4	▲E2★	▲E2	▲D5	▲E3	▲E4	▲E5	▲G1	▲G2★	▲G3	▲G4	▲G5	▲H3	▲I1	▲I2	▲H5	▲I3	▲I4	▲J2	▲J3	▲J3	
Meteorite Rod	D2	▲C5	▲C5	▲D3	▲E1	▲D4★	▲E2	▲E2	▲D5	▲E3	▲E4	▲E5	▲G1	▲G2★	▲G3	▲G4★	▲G5	▲H3	▲I1	▲I2	▲H5★	▲I3	▲I4	▲J2	▲J3	▲J3	
Sanctuary+	C5	▲E1	▲E1	▲D4	▲E2	▲E2	▲D5★	▲E3	▲E3	▲F1	▲F2	▲F3	▲F4	▲F5	▲H1	▲H2	▲G5	▲I1★	▲H4	▲I2	▲H5	▲I3	▲I4	▲J2	▲J3	▲J5	
Dragonic Core	D3	▲E1	▲E1	▲D4	▲E2	▲E2	▲D5	▲E3★	▲E3	▲F1	▲F2	▲F3	▲F4★	▲F5	▲H1	▲H2	▲G5★	▲I1	▲H4	▲I2	▲H5	▲I3	▲I4	▲J2	▲J3	▲J5	
Odin's Spear	E1	▲E2	▲E2	▲D5	▲E3	▲E3	▲F1	▲E4★	▲E4	▲F2	▲E5	▲G1	▲G2	▲G3	▲G4	▲H2	▲H3	▲I1	▲H4★	▲I2	▲H5	▲J1	▲I4	▲J2	▲J3	▲J5	
Stellar Staff	D4	▲E2	▲E2	▲D5	▲E3	▲E3★	▲F1	▲E4	▲E4	▲F2	▲E5	▲G1	▲G2	▲G3	▲G4★	▲H2	▲H3	▲I1	▲H4	▲I2	▲H5	▲J1	▲I4	▲J2	▲J3	▲J5	
Fenrir's Spear	E2	▲E3	▲E3	▲F1	▲E4	▲E4	▲F2	▲E5★	▲E5	▲F3	▲G1	▲F4	▲G2	▲G3	▲G4★	▲G5	▲H3	▲H4	▲I2	▲H5	▲I3	▲J1	▲I4	▲I5	▲J3	▲J5	
Stellar Staff+	D5	▲E3	▲E3	▲F1	▲E4★	▲E4	▲F2	▲E5	▲E5	▲F3	▲G1	▲F4	▲G2	▲G3	▲G4	▲G5	▲H3★	▲H4	▲I2	▲H5	▲I3	▲J1	▲I4	▲I5	▲J3	▲J5	
Bestia's Spear	E3	▲E4	▲E4	▲F2	▲E5	▲E5	▲F3	▲G1	▲G1	▲F4★	▲G2	▲G2	▲F5	▲H1	▲H2	▲G5	▲I1	▲H4★	▲I2	▲H5	▲I3	▲J1	▲J2	▲I5	▲J3	▲J5	
Sage's Spear	F1	▲E4	▲E4	▲F2★	▲E5	▲E5	▲F3	▲G1	▲G1	▲F4	▲G2	▲G2	▲F5	▲H1	▲H2	▲G5	▲I1	▲H4	▲I2	▲H5★	▲I3	▲J1	▲J2	▲I5	▲J3	▲J5	
Gungnir	E4	▲E5	▲E5	▲F3	▲G1	▲G1	▲F4	▲G2	▲G2★	▲F5	▲G3	▲G3	▲H1	▲H2	▲G5	▲H3	▲I1	▲I2	▲H5	▲I3★	▲J1	▲I4	▲J2	▲I5	▲J3	▲J5	
Warrior's Spear	F2	▲E5	▲E5	▲F3	▲G1	▲G1	▲F4	▲G2	▲G2★	▲F5	▲G3	▲G3	▲H1	▲H2	▲G5	▲H3	▲I1	▲I2	▲H5	▲I3	▲J1	▲I4★	▲J2	▲I5	▲J3	▲J5	
Gungnir+	E5	▲G1	▲G1	▲F4	▲G2	▲G2	▲F5	▲G3	▲G3	▲H1	▲G4	▲G4★	▲H2	▲G5	▲H3	▲I1	▲H4	▲I2	▲H5	▲I3	▲J1★	▲I4	▲J2	▲I5	▲J3	▲J5	
Battle Spear	F3	▲G1	▲G1	▲F4	▲G2	▲G2	▲F5	▲G3	▲G3	▲H1	▲G4★	▲G4	▲H2	▲G5	▲H3	▲I1	▲H4	▲I2	▲H5★	▲I3	▲J1	▲I4	▲J2	▲I5	▲J3	▲J5	
Valiant Wind	G1	▲G2	▲G2	▲F5	▲G3	▲G3	▲H1	▲G4★	▲G4	▲H2	▲H2	▲G5	▲G5	▲H3	▲I1	▲H4	▲I2	▲H5	▲I3	▲J1	▲I4	▲I4	▲J2★	▲I5	▲J3	▲J5	
Wise Man's Spear	F4	▲G2	▲G2	▲F5	▲G3	▲G3	▲H1	▲G4	▲G4★	▲H2	▲H2	▲G5	▲G5	▲H3	▲I1	▲H4	▲I2	▲H5	▲H5	▲I3	▲J1	▲I4	▲I4	▲J2	▲I5	▲J3	▲J5
Rare Valiant	G2	▲F5	▲G3	▲G3	▲H1	▲G4	▲G4	▲H2	▲G5	▲G5	▲H3	▲H3★	▲I1	▲I1	▲H4	▲I2	▲H5	▲H5	▲I3	▲J1	▲I4	▲J2★	▲I5	▲J3	▲J4	▲J5	
Wise Man's Spear+	F5	■F5	▲G3	▲G3	▲H1	▲G4	▲G4	▲H2	▲G5	▲G5★	▲H3	▲H3	▲I1	▲I1	▲H4	▲I2	▲H5	▲H5	▲I3	▲J1	▲I4	▲J2	▲I5	▲J3	▲J4	▲J5	
Valiant Luster	G3	▲H1	▲G4	▲G4	▲H2	▲H2	▲G5	▲G5	▲H3	▲I1	▲I1	▲H4	▲H4★	▲I2	▲I2	▲H5	▲H5	▲I3	▲J1	▲I4	▲I4	▲J2	▲I5★	▲J3	▲J4	▲J5	
Emperor's Rod	H1	■H1	▲G4	▲G4	▲H2	▲H2	▲G5	▲G5	▲H3	▲I1★	▲I1	▲H4	▲H4	▲I2	▲I2	▲H5	▲H5	▲I3	▲J1	▲I4	▲I4	▲J2	▲I5	▲J3	▲J4	▲J5	
Ultimate Valiant	G4	▲H2	▲H2	▲G5	▲G5	▲H3	▲H3	▲I1	▲I1	▲H4	▲H4	▲I2	▲I2	▲H5	▲H5★	▲I3	▲I3	▲J1	▲J1	▲I4	▲J2	▲I5	▲I5	▲J3	▲J4	▲J5	
Emperor's Staff	H2	■H2	■H2	▲G5	▲G5	▲H3	▲H3	▲I1	▲I1	▲H4	▲H4★	▲I2	▲I2	▲H5	▲H5	▲I3	▲I3	▲J1	▲J1	▲I4	▲J2	▲I5	▲I5	▲J3	▲J4	▲J5	
Ultimate Valiant+	G5	▲H3	▲H3	▲H3	▲I1	▲I1	▲H4	▲H4	▲I2	▲I2	▲I2	▲H5	▲H5	▲I3★	▲I3	▲J1	▲J1	▲I4	▲I4	▲J2	▲J2	▲I5	▲I5	▲J3	▲J4	▲J5	
Imperial Piercer	H3	■H3	■H3	■H3	▲I1	▲I1	▲H4	▲H4	▲I2	▲I2	▲I2	▲H5	▲H5★	▲I3	▲I3	▲J1	▲J1	▲I4	▲I4	▲J2	▲J2	▲I5	▲I5	▲J3★	▲J4	▲J5	
Saintly March	I1	▼H3	▲H4	▲H4	▲H4	▲I2	▲I2	▲I2	▲H5★	▲H5	▲H5	▲I3	▲I3	▲J1	▲J1	▲I4	▲I4	▲I4	▲J2	▲J2	▲J2	▲J3	▲J3	▲J3	▲J4	▲J5	
Dynamic Triumph	H4	▼H3	■H4	■H4	■H4	▲I2	▲I2	▲I2	▲H5	▲H5	▲H5	▲I3	▲I3	▲J1	▲J1★	▲I4	▲I4	▲I4	▲J2	▲J2	▲J2	▲J3	▲J3	▲J3	▲J4	▲J5	
Spirit Chorus	I2	▼H3	▲H5	▲H5	▲H5	▲H5	▲I3	▲I3	▲I3	▲I3	▲J1	▲J1	▲J1	▲I4★	▲I4	▲I4	▲J2	▲J2	▲I5	▲I5	▲J3	▲J3	▲J3	▲J4	▲J5	▲J5	
Dynamic Triumph+	H5	▼H3	■H5	■H5	■H5	■H5	▲I3	▲I3	▲I3	▲I3	▲J1	▲J1	▲J1	▲I4	▲I4	▲I4	▲J2★	▲J2	▲I5	▲I5	▲J3	▲J3	▲J3	▲J4	▲J5	▲J5	
Divine Ballad	I3	▼H4	▼H5	▲J1	▲J1	▲J1	▲J1	▲J1	▲I4	▲I4	▲I4	▲I4	▲J2	▲J2	▲J2	▲J2★	▲I5	▲I5	▲I5	▲I5	▲J3	▲J3	▲J3	▲J4	▲J5	▲J5	
Piercing Genius	J1	▼H4	▼H5	■J1	■J1	■J1	■J1	■J1	▲I4	▲I4	▲I4	▲I4	▲J2	▲J2	▲J2	▲J2	▲I5	▲I5★	▲I5	▲I5	▲J3	▲J3	▲J3	▲J4	▲J5	▲J5	
Heavenly Oratorio	I4	▼H4	▼H5	▼J1	▲J2	▲J2	▲J2	▲J2	▲J2	▲J2	▲J2	▲I5	▲I5	▲I5	▲I5	▲I5	▲J3	▲J3	▲J3	▲J3★	▲J3	▲J4	▲J4	▲J5	▲J5	▲J5	
Total Genius	J2	▼H4	▼H5	▼J1	■J2	■J2	■J2	■J2	■J2	■J2	■J2	▲I5	▲I5	▲I5	▲I5	▲I5	▲J3	▲J3	▲J3	▲J3	▲J3	▲J4	▲J4	▲J5	▲J5	▲J5	
Heavenly Oratorio+	I5	▼H5	▼J1	▼J1	▲J3	▲J3	▲J3	▲J3	▲J3	▲J3	▲J3	▲J3	▲J3	▲J3	▲J3	▲J3	▲J4	▲J4	▲J4	▲J4	▲J4	▲J5	▲J5	▲J5	▲J5	▲J5	
Heavenly Genius	J3	▼H5	▼J1	▼J1	■J3	■J3	■J3	■J3	■J3	■J3	■J3	■J3	■J3	■J3	■J3	■J3	▲J4	▲J4									



JUPIS'S SUB-WEAPONS

Weapon Name	Abbr	A1	A3	A4	A5	C1	C2	C3	C4	C5	E1	E2	E3	E4	E5	G1	G2	G3	G5
		A2	B1	B2	B3	B4	B5	D1	D2	D3	D4	D5	F1	F2	F3	F4	F5	G4	
Flying Saucer Box	A1	▲A3	▲A4★	▲A5	▲C1	▲C2	▲C3	▲C4	▲C5	▲E1	▲E2	▲D5	▲F1	▲F2	▲F2	▲F3	▲F3	▲F4	▲F5
Flying Saucer Max	A2	▲A3	▲A4★	▲A5★	▲C1	▲C2	▲C3	▲C4	▲C5	▲E1	▲E2	▲D5	▲F1	▲F2	▲F2	▲F3	▲F3	▲F4	▲F5
Flying Bonus Box	A3	▲A4★	▲B2	▲B3★	▲B4	▲B5	▲D1	▲D2	▲D3	▲E1	▲E2	▲E3	▲F1	▲F2	▲F3	▲F3	▲F4	▲F4	▲F5
Blaze Saucer Box	B1	▲A4★	▲B2	▲B3	▲B4★	▲B5★	▲D1	▲D2	▲D3	▲E1	▲E2	▲E3	▲F1	▲F2	▲F3	▲F3	▲F4	▲F4	▲F5
Soaring Pleasure	A4	▲A5★	▲B3★	▲C1	▲C2★	▲C3	▲C4★	▲C5	▲E1	▲D4	▲D5	▲E3	▲E4	▲F2	▲F3	▲F4	▲F4	▲F5	▲F5
Blaze Saucer Max	B2	▲A5★	▲B3	▲C1	▲C2	▲C3★	▲C4	▲C5★	▲E1	▲D4	▲D5	▲E3	▲E4	▲F2	▲F3	▲F4	▲F4	▲F5	▲F5
Soaring Pleasure+	A5	▲C1	▲B4★	▲C2	▲B5	▲D1	▲D2★	▲D3	▲E1★	▲E2	▲E3	▲F1	▲E4	▲E5	▲F3	▲F4	▲F5	▲F5	▲F5
Blaze Bonus Max	B3	▲C1	▲B4	▲C2★	▲B5	▲D1	▲D2	▲D3★	▲E1	▲E2	▲E3	▲F1	▲E4	▲E5	▲F3	▲F4	▲F5	▲F5	▲F5
Fun Fun Pouch	C1	▲C2	▲B5★	▲C3	▲D1	▲C4	▲C5	▲E1	▲D4★	▲D5	▲E3	▲E4	▲F2	▲E5	▲G1	▲F4	▲F5	▲F5	▲G4
Burning Pleasure	B4	▲C2	▲B5	▲C3★	▲D1	▲C4	▲C5	▲E1	▲D4	▲D5★	▲E3	▲E4	▲F2	▲E5	▲G1	▲F4	▲F5	▲F5	▲G4
Funny Clown Pouch	C2	▲C3	▲D1	▲C4★	▲D2	▲C5	▲D3	▲D4	▲E2	▲E3★	▲F1	▲E4	▲E5	▲F3	▲G1	▲G2	▲F5	▲G4	▲G4
Burning Pleasure+	B5	▲C3	▲D1	▲C4	▲D2★	▲C5	▲D3	▲D4	▲E2	▲E3	▲F1★	▲E4	▲E5	▲F3	▲G1	▲G2	▲F5	▲G4	▲G4
Trickster Pouch	C3	▲C4	▲D2	▲C5	▲D3★	▲E1	▲D4	▲E2	▲D5	▲E3	▲E4	▲F2★	▲E5	▲F3	▲G1	▲G2	▲F5	▲G4	▲G4
Old Coin Purse	D1	▲C4	▲D2	▲C5★	▲D3	▲E1	▲D4	▲E2	▲D5	▲E3	▲E4★	▲F2	▲E5	▲F3	▲G1	▲G2	▲F5	▲G4	▲G4
Illusionist J	C4	▲C5	▲D3	▲E1	▲E1★	▲D4	▲E2	▲D5	▲E3	▲F1	▲E4	▲E5★	▲F3	▲G1	▲F4	▲G2	▲G3	▲G4	▲G4
Lucky Coin Purse	D2	▲C5	▲D3	▲E1	▲E1	▲D4★	▲E2	▲D5	▲E3	▲F1	▲E4	▲E5	▲F3	▲G1★	▲F4	▲G2	▲G3	▲G4	▲G4
Illusionist J+	C5	▲E1	▲E1	▲D4	▲E2	▲D5	▲E3★	▲E3	▲F1	▲E4	▲F2	▲E5	▲F3★	▲G1	▲F4	▲G2	▲G3	▲G4	▲G5
Fancy Coin Purse	D3	▲E1	▲E1	▲D4	▲E2	▲D5★	▲E3	▲E3	▲F1	▲E4	▲F2	▲E5	▲F3★	▲G1	▲F4	▲G2	▲G3	▲G4	▲G5
Homing Shooter	E1	▲E2	▲E2	▲D5	▲E3	▲E3	▲F1★	▲E4	▲E4	▲F2	▲E5	▲F3	▲G1	▲F4	▲G2★	▲F5	▲G3	▲G4	▲G5
Pursetastic Dream	D4	▲E2	▲E2	▲D5	▲E3	▲E3	▲F1	▲E4★	▲E4	▲F2	▲E5	▲F3	▲G1	▲F4	▲G2★	▲F5	▲G3	▲G4	▲G5
Homing Counter	E2	▲D5	▲E3	▲E3	▲F1	▲E4	▲E4	▲F2	▲E5★	▲E5	▲F3	▲G1	▲G1	▲F4★	▲G2	▲F5	▲G3★	▲G5	▲G5
Pursetastic Dream+	D5	■D5	▲E3	▲E3	▲F1	▲E4	▲E4	▲F2★	▲E5	▲E5	▲F3	▲G1	▲G1	▲F4	▲G2	▲F5★	▲G3	▲G5	▲G5
Sonic Homing	E3	▲F1	▲F1	▲E4	▲E4	▲F2	▲E5	▲E5	▲F3	▲F3★	▲G1	▲G1	▲F4	▲G2	▲F5	▲F5★	▲G4	▲G5	▲G5
Majestic Pocket	F1	■F1	■F1	▲E4	▲E4	▲F2	▲E5	▲E5	▲F3	▲F3★	▲G1	▲G1	▲F4	▲G2	▲F5	▲F5	▲G4	▲G5	▲G5
Ultra Homing	E4	▲F2	▲F2	▲F2	▲E5	▲E5	▲F3	▲F3	▲G1★	▲G1	▲F4	▲F4	▲G2	▲F5	▲F5	▲G3	▲G4	▲G5	▲G5
Universe Pocket	F2	■F2	■F2	■F2	▲E5	▲E5	▲F3	▲F3	▲G1	▲G1	▲F4	▲F4★	▲G2	▲F5	▲F5	▲G3	▲G4	▲G5	▲G5
Ultra Homing+	E5	▼F2	▲F3	▲F3	▲F3	▲G1	▲G1	▲G1	▲F4	▲F4	▲G2★	▲G2	▲F5	▲F5	▲G3	▲G3	▲G4	▲G5	▲G5
Marvelous Universe	F3	▼F2	■F3	■F3	■F3	▲G1	▲G1	▲G1	▲F4	▲F4	▲G2★	▲G2	▲F5	▲F5	▲G3	▲G3	▲G4	▲G5	▲G5
UFO Attack Set	G1	▼F3	▼F3	▲F4	▲F4	▲F4	▲G2	▲G2	▲G2	▲G2	▲F5	▲F5	▲F5★	▲G3	▲G3	▲G4	▲G5	▲G5	▲G5
Dimension Zero	F4	▼F3	▼F3	■F4	■F4	■F4	▲G2	▲G2	▲G2	▲G2	▲F5	▲F5★	▲F5	▲G3	▲G3	▲G4	▲G5	▲G5	▲G5
New UFO Attack Set	G2	▼F3	▼F4	▼F4	▲F5	▲F5	▲F5	▲F5	▲G3	▲G3	▲G3	▲G3★	▲G4	▲G4	▲G4	▲G5	▲G5	▲G5	▲G5
Dimension Zero+	F5	▼F3	▼F4	▼F4	■F5	■F5	■F5	■F5	▲G3	▲G3	▲G3	▲G3	▲G4	▲G4	▲G4	▲G5	▲G5	▲G5	▲G5
Thrilling UFO Set	G3	▼F4	▼F4	▼F5	▼F5	▼F5	▲G4	▲G4	▲G4	▲G4	▲G4	▲G5	▲G5	▲G5	▲G5	▲G5	▲G5	▲G5	▲G5
UFO Squadron P	G4	▼F4	▼F4	▼F5	▼F5	▼F5	■G4	■G4	■G4	■G4	■G4	▲G5	▲G5	▲G5	▲G5	▲G5	▲G5	▲G5	▲G5
UFO Squadron P+	G5	▼F5	▼F5	▼F5	▼F5	▼G4	▼G4	▼G4	▼G4	■G5	■G5	■G5	■G5	■G5	■G5	■G5	■G5	■G5	■G5

WEAPON DATA

DEEGO'S MAIN WEAPONS

Weapon Name	Abbr	A1	A3	A4	A5	C1	C2	C3	C4	C5	E1	E2	E3	E4	E5	G1	G2	G3	G4	G5	I1	I2	I3	I4	I5	J4
		A2	B1	B2	B3	B4	B5	D1	D2	D3	D4	D5	F1	F2	F3	F4	F5	H1	H2	H3	H4	H5	J1	J2	J3	J5
Heavy Axe	A1	▲A3	▲A4★	▲A5	▲C1	▲C2	▲C3	▲C4	▲C5	▲E1	▲E2	▲E3	▲E4	▲E5	▲G1	▲G2	▲F5	▲H1	▲H2	▲H3	▲H3	▲H3	▲H4	▲H4	▲H5	▲H5
Crushing Axe	A2	▲A3	▲A4	▲A5★	▲C1	▲C2	▲C3	▲C4	▲C5	▲E1	▲E2	▲E3	▲E4	▲E5	▲G1	▲G2	▲F5	▲H1	▲H2	▲H3	▲H3	▲H3	▲H4	▲H4	▲H5	▲H5
Soldier's Axe	A3	▲A4★	▲B2★	▲B3★	▲B4★	▲B5	▲C3	▲C4	▲C5	▲E1	▲E2	▲E3	▲E4	▲E5	▲G1	▲G2	▲G3	▲G4	▲H2	▲H3	▲H4	▲H5	▲H5	▲H5	▲J1	▲H5
Silver Axe	B1	▲A4★	▲B2★	▲B3★	▲B4	▲B5★	▲C3	▲C4	▲C5	▲E1	▲E2	▲E3	▲E4	▲E5	▲G1	▲G2	▲G3	▲G4	▲H2	▲H3	▲H4	▲H5	▲H5	▲H5	▲J1	▲H5
Ex-Soldier	A4	▲A5★	▲B3★	▲C1	▲C2★	▲C3	▲D1	▲D2	▲D3	▲D4	▲D5	▲F1	▲F2	▲F3	▲F4	▲F5	▲G3	▲G4	▲G5	▲H3	▲H4	▲H5	▲J1	▲J1	▲J1	▲J1
Round Silver	B2	▲A5	▲B3★	▲C1	▲C2	▲C3★	▲D1	▲D2	▲D3	▲D4	▲D5	▲F1	▲F2★	▲F3	▲F4	▲F5	▲G3	▲G4	▲G5	▲H3	▲H4	▲H5	▲J1	▲J1	▲J1	▲J1
Ex-Soldier+	A5	▲C1	▲B4★	▲C2	▲B5	▲C3	▲C4★	▲C5	▲E1	▲E2	▲E3	▲E4	▲E5	▲G1	▲G2	▲G3	▲H1	▲H2	▲G5	▲I1	▲H4	▲H5	▲J1	▲J2	▲J3	▲J1
Knight's Silver	B3	▲C1	▲B4	▲C2★	▲B5	▲C3	▲C4	▲C5★	▲E1	▲E2	▲E3	▲E4★	▲E5	▲G1	▲G2	▲G3	▲H1	▲H2	▲G5	▲I1	▲H4	▲H5	▲J1	▲J2	▲J3	▲J1
Golden Axe	C1	▲C2	▲B5★	▲C3	▲C3	▲D1	▲D2★	▲D3	▲D4	▲E2	▲E3	▲E4	▲E5	▲G1	▲G2	▲G3	▲G4	▲H2	▲H3	▲I1	▲I2	▲H5	▲J1	▲J2	▲J3	▲J2
Silver Commander	B4	▲C2	▲B5	▲C3★	▲C3	▲D1	▲D2	▲D3★	▲D4★	▲E2	▲E3★	▲E4	▲E5	▲G1	▲G2	▲G3	▲G4	▲H2	▲H3	▲I1	▲I2	▲H5	▲J1	▲J2	▲J3	▲J2
Golden Crest	C2	▲C3	▲C3	▲D1	▲C4★	▲D2	▲C5	▲E1	▲E2	▲D5	▲F1	▲F2	▲F3	▲F4	▲F5	▲H1	▲G4	▲G5	▲H3	▲H4	▲I2	▲I3	▲J1	▲J2	▲J3	▲J2
Silver Commander+	B5	▲C3	▲C3	▲D1	▲C4	▲D2★	▲C5	▲E1	▲E2★	▲D5★	▲F1	▲F2	▲F3	▲F4	▲F5	▲H1	▲G4	▲G5	▲H3	▲H4	▲I2	▲I3	▲J1	▲J2	▲J3	▲J2
General's Gold	C3	▲C4	▲C4	▲D2	▲C5★	▲D3	▲E1	▲D4	▲E2	▲E3★	▲E4	▲E5★	▲G1	▲G2	▲G3	▲G4	▲H2	▲G5	▲I1	▲H4	▲I2	▲I3	▲J1	▲J2	▲J3	▲J3
Great Dane	D1	▲C4	▲C4	▲D2	▲C5	▲D3★	▲E1	▲D4	▲E2	▲E3	▲E4★	▲E5	▲G1	▲G2	▲G3	▲G4★	▲H2	▲G5	▲I1	▲H4	▲I2	▲I3	▲J1	▲J2	▲J3	▲J3
Zipangu Axe	C4	▲C5	▲C5	▲D3	▲E1	▲D4	▲E2★	▲E2	▲D5	▲E3	▲E4	▲E5	▲G1	▲G2★	▲G3	▲G4	▲G5	▲H3	▲I1	▲I2	▲H5	▲I3	▲I4	▲J2	▲J3	▲J3
Dark Hound	D2	▲C5	▲C5	▲D3	▲E1	▲D4★	▲E2	▲E2	▲D5	▲E3	▲E4	▲E5	▲G1	▲G2★	▲G3	▲G4★	▲G5	▲H3	▲I1	▲I2	▲H5★	▲I3	▲I4	▲J2	▲J3	▲J3
Zipangu Axe+	C5	▲E1	▲E1	▲D4	▲E2	▲E2	▲D5★	▲E3	▲E3	▲F1	▲F2	▲F3	▲F4	▲F5	▲H1	▲H2	▲G5	▲I1★	▲H4	▲I2	▲H5	▲I3	▲I4	▲J2	▲J3	▲J5
Fighting Fang	D3	▲E1	▲E1	▲D4	▲E2	▲E2	▲D5	▲E3★	▲E3	▲F1	▲F2	▲F3	▲F4★	▲F5	▲H1	▲H2	▲G5★	▲I1	▲H4	▲I2	▲H5	▲I3	▲I4	▲J2	▲J3	▲J5
Watchdog	E1	▲E2	▲E2	▲D5	▲E3	▲E3	▲F1	▲E4★	▲E4	▲F2	▲E5	▲G1	▲G2	▲G3	▲G4	▲H2	▲H3	▲I1	▲H4★	▲I2	▲H5	▲J1	▲I4	▲J2	▲J3	▲J5
Mars Dane	D4	▲E2	▲E2	▲D5	▲E3	▲E3★	▲F1	▲E4	▲E4	▲F2	▲E5	▲G1	▲G2	▲G3	▲G4★	▲H2	▲H3	▲I1	▲H4	▲I2	▲H5	▲J1	▲I4	▲J2	▲J3	▲J5
Snarling Watchdog	E2	▲E3	▲E3	▲F1	▲E4	▲E4	▲F2	▲E5★	▲E5	▲F3	▲G1	▲F4	▲G2	▲G3	▲G4★	▲G5	▲H3	▲H4	▲I2	▲H5	▲I3	▲J1	▲I4	▲I5	▲J3	▲J5
Mars Dane+	D5	▲E3	▲E3	▲F1	▲E4★	▲E4	▲F2	▲E5	▲E5	▲F3	▲G1	▲F4	▲G2	▲G3	▲G4	▲G5	▲H3★	▲H4	▲I2	▲H5	▲I3	▲J1	▲I4	▲I5	▲J3	▲J5
Mad Cerberus	E3	▲E4	▲E4	▲F2	▲E5	▲E5	▲F3	▲G1	▲G1	▲F4★	▲G2	▲G2	▲F5	▲H1	▲H2	▲G5	▲I1	▲H4★	▲I2	▲H5	▲I3	▲J1	▲J2	▲I5	▲J3	▲J5
Limit Breaker	F1	▲E4	▲E4	▲F2★	▲E5	▲E5	▲F3	▲G1	▲G1	▲F4	▲G2	▲G2	▲F5	▲H1	▲H2	▲G5	▲I1	▲H4	▲I2	▲H5★	▲I3	▲J1	▲J2	▲I5	▲J3	▲J5
Red Tindalos	E4	▲E5	▲E5	▲F3	▲G1	▲G1	▲F4	▲G2	▲G2★	▲F5	▲G3	▲G3	▲H1	▲H2	▲G5	▲H3	▲I1	▲I2	▲H5	▲I3★	▲J1	▲I4	▲J2	▲I5	▲J3	▲J5
Limit Avenger	F2	▲E5	▲E5	▲F3	▲G1	▲G1	▲F4	▲G2	▲G2★	▲F5	▲G3	▲G3	▲H1	▲H2	▲G5	▲H3	▲I1	▲I2	▲H5	▲I3	▲J1	▲I4★	▲J2	▲I5	▲J3	▲J5
Red Tindalos+	E5	▲G1	▲G1	▲F4	▲G2	▲G2	▲F5	▲G3	▲G3	▲H1	▲G4	▲G4★	▲H2	▲G5	▲H3	▲I1	▲H4	▲I2	▲H5	▲I3	▲J1★	▲I4	▲J2	▲I5	▲J3	▲J5
Hungry Breaker	F3	▲G1	▲G1	▲F4	▲G2	▲G2	▲F5	▲G3	▲G3	▲H1	▲G4★	▲G4	▲H2	▲G5	▲H3	▲I1	▲H4	▲I2	▲H5★	▲I3	▲J1	▲I4	▲J2	▲I5	▲J3	▲J5
Ender's Power	G1	▲G2	▲G2	▲F5	▲G3	▲G3	▲H1	▲G4★	▲G4	▲H2	▲H2	▲G5	▲G5	▲H3	▲I1	▲H4	▲I2	▲H5	▲I3	▲J1	▲I4	▲I4	▲J2★	▲I5	▲J3	▲J5
Ill-Bred Rascal	F4	▲G2	▲G2	▲F5	▲G3	▲G3	▲H1	▲G4	▲G4★	▲H2	▲H2	▲G5	▲G5	▲H3	▲I1	▲H4	▲I2	▲H5	▲I3	▲J1	▲I4	▲I4	▲J2	▲I5	▲J3	▲J5
Treasure's Sway	G2	▲F5	▲G3	▲G3	▲H1	▲G4	▲G4	▲H2	▲G5	▲G5	▲H3	▲H3★	▲I1	▲I1	▲H4	▲I2	▲H5	▲H5	▲I3	▲J1	▲I4	▲J2★	▲I5	▲J3	▲J4	▲J5
Ill-Bred Rascal+	F5	■F5	▲G3	▲G3	▲H1	▲G4	▲G4	▲H2	▲G5	▲G5★	▲H3	▲H3	▲I1	▲I1	▲H4	▲I2	▲H5	▲H5	▲I3	▲J1	▲I4	▲J2	▲I5	▲J3	▲J4	▲J5
Olympian Treasure	G3	▲H1	▲G4	▲G4	▲H2	▲H2	▲G5	▲G5	▲H3	▲I1	▲I1	▲H4	▲H4★	▲I2	▲I2	▲H5	▲H5	▲I3	▲J1	▲I4	▲I4	▲J2	▲I5★	▲J3	▲J4	▲J5
Brave Spirit	H1	■H1	▲G4	▲G4	▲H2	▲H2	▲G5	▲G5	▲H3	▲I1★	▲I1	▲H4	▲H4	▲I2	▲I2	▲H5	▲H5	▲I3	▲J1	▲I4	▲I4	▲J2	▲I5	▲J3	▲J4	▲J5
El Dorado	G4	▲H2	▲H2	▲G5	▲G5	▲H3	▲H3	▲I1	▲I1	▲H4	▲H4	▲I2	▲I2	▲H5	▲H5★	▲I3	▲I3	▲J1	▲J1	▲I4	▲J2	▲I5	▲I5	▲J3	▲J4	▲J5
Brave Testament	H2	■H2	■H2	▲G5	▲G5	▲H3	▲H3	▲I1	▲I1	▲H4	▲H4★	▲I2	▲I2	▲H5	▲H5	▲I3	▲I3	▲J1	▲J1	▲I4	▲J2	▲I5	▲I5	▲J3	▲J4	▲J5
El Dorado+	G5	▲H3	▲H3	▲H3	▲I1	▲I1	▲H4	▲H4	▲I2	▲I2	▲I2	▲H5	▲H5	▲I3★	▲I3	▲J1	▲J1	▲I4	▲I4	▲J2	▲J2	▲I5	▲I5	▲J3	▲J4	▲J5
Courageous Hero	H3	■H3	■H3	■H3	▲I1	▲I1	▲H4	▲H4	▲I2	▲I2	▲I2	▲H5	▲H5★	▲I3	▲I3	▲J1	▲J1	▲I4	▲I4	▲J2	▲J2	▲I5	▲I5	▲J3★	▲J4	▲J5
Titan's Axe	I1	▼H3	▲H4	▲H4	▲H4	▲I2	▲I2	▲I2	▲H5★	▲H5	▲H5	▲I3	▲I3	▲J1	▲J1	▲I4	▲I4	▲I4	▲J2	▲J2	▲J2	▲J3	▲J3	▲J3	▲J4	▲J5
Val de Legender	H4	▼H3	■H4	■H4	■H4	▲I2	▲I2	▲I2	▲H5	▲H5	▲H5	▲I3	▲I3	▲J1	▲J1★	▲I4	▲I4	▲I4	▲J2	▲J2	▲J2	▲J3	▲J3	▲J3	▲J4	▲J5
Chronos' Axe	I2	▼H3	▲H5	▲H5	▲H5	▲H5	▲I3	▲I3	▲I3	▲I3	▲J1	▲J1	▲J1	▲I4★	▲I4	▲I4	▲J2	▲J2	▲I5	▲I5	▲J3	▲J3	▲J3	▲J4	▲J5	▲J5
Val de Legender+	H5	▼H3	■H5	■H5	■H5	■H5	▲I3	▲I3	▲I3	▲I3	▲J1	▲J1	▲J1	▲I4	▲I4	▲I4	▲J2★	▲J2	▲I5	▲I5	▲J3	▲J3	▲J3	▲J4	▲J5	▲J5
Uranos' Axe	I3	▼H4	▼H5	▲J1	▲J1	▲J1	▲J1	▲J1	▲I4	▲I4	▲I4	▲I4	▲J2	▲J2	▲J2	▲J2★	▲I5	▲I5	▲I5	▲I5	▲J3	▲J3	▲J3	▲J4	▲J5	▲J5
Grandius	J1	▼H4	▼H5	■J1	■J1	■J1	■J1	■J1	▲I4	▲I4	▲I4	▲I4	▲J2	▲J2	▲J2	▲J2	▲I5	▲I5★	▲I5	▲I5	▲J3	▲J3	▲J3	▲J4	▲J5	▲J5
Gaea's Axe	I4	▼H4	▼H5	▼J1	▲J2	▲J2	▲J2	▲J2	▲J2	▲J2	▲J2	▲J2	▲I5	▲I5	▲I5	▲I5	▲I5	▲J3	▲J3	▲J3	▲J3★	▲J3	▲J4	▲J4	▲J5	▲J5
Master Grandius	J2	▼H4	▼H5	▼J1	■J2	■J2	■J2	■J2	■J2	■J2	■J2	■J2	▲I5	▲I5	▲I5	▲I5	▲I5	▲J3	▲J3	▲J3	▲J3	▲J3	▲J4	▲J4	▲J5	▲J5
Gaea's Axe+	I5	▼H5	▼J1	▼J1	▲J3	▲J3	▲J3	▲J3	▲J3	▲J3	▲J3	▲J3	▲J3	▲J3	▲J3	▲J3	▲J4	▲J4	▲J4	▲J4	▲J4	▲J4	▲J5	▲J5	▲J5	▲J5
Ultimate Grandius	J3	▼H5	▼J1	▼J1	■J3	■J3	■J3	■J3	■J3	■J3	■J3	■J3	■J3	■J3	■J3	■J3	■J3	▲J4	▲J4	▲J4	▲J4	▲J4	▲J5	▲J5	▲J5	▲J5
Rasphara Grandius	J4	▼H5	▼H5	▼J1	▼J1	▼J2	▼J2	▼J3	▼J3	▲J5	▲J5	▲J5	▲J5	▲J5	▲J5	▲J5	▲J5	▲J5	▲J5	▲J5	▲J5	▲J5	▲J5	▲J5	▲J5	▲J5
Rasphara Grandius+	J5	▼H5	▼H5	▼J1	▼J1	▼J2	▼J2	▼J3	▼J3	■J5	■J5	■J5	■J5	■J5	■J5	■J5	■J5	■J5	■J5	■J5	■J5	■J5	■J5	■J5	■J5	■J5



DEEGO'S SUB-WEAPONS



Weapon Name	Abbr	A1	A3	A4	A5	C1	C2	C3	C4	C5	E1	E2	E3	E4	E5	G1	G2	G3	G5
		A2	B1	B2	B3	B4	B5	D1	D2	D3	D4	D5	F1	F2	F3	F4	F5	G4	
Heavy Vulcan	A1	▲A3	▲A4★	▲A5	▲C1	▲C2	▲C3	▲C4	▲C5	▲E1	▲E2	▲D5	▲F1	▲F2	▲F2	▲F3	▲F3	▲F4	▲F5
Assault Vulcan	A2	▲A3	▲A4★	▲A5★	▲C1	▲C2	▲C3	▲C4	▲C5	▲E1	▲E2	▲D5	▲F1	▲F2	▲F2	▲F3	▲F3	▲F4	▲F5
Heavy Slugger	A3	▲A4★	▲B2	▲B3★	▲B4	▲B5	▲D1	▲D2	▲D3	▲E1	▲E2	▲E3	▲F1	▲F2	▲F3	▲F3	▲F4	▲F4	▲F5
Guardian 44	B1	▲A4★	▲B2	▲B3	▲B4★	▲B5★	▲D1	▲D2	▲D3	▲E1	▲E2	▲E3	▲F1	▲F2	▲F3	▲F3	▲F4	▲F4	▲F5
Brave Slugger	A4	▲A5★	▲B3★	▲C1	▲C2★	▲C3	▲C4★	▲C5	▲E1	▲D4	▲D5	▲E3	▲E4	▲F2	▲F3	▲F4	▲F4	▲F5	▲F5
Guardian Zero-G	B2	▲A5★	▲B3	▲C1	▲C2	▲C3★	▲C4	▲C5★	▲E1	▲D4	▲D5	▲E3	▲E4	▲F2	▲F3	▲F4	▲F4	▲F5	▲F5
Brave Slugger+	A5	▲C1	▲B4★	▲C2	▲B5	▲D1	▲D2★	▲D3	▲E1★	▲E2	▲E3	▲F1	▲E4	▲E5	▲F3	▲F4	▲F5	▲F5	▲F5
Guardian Triple-S	B3	▲C1	▲B4	▲C2★	▲B5	▲D1	▲D2	▲D3★	▲E1	▲E2	▲E3	▲F1	▲E4	▲E5	▲F3	▲F4	▲F5	▲F5	▲F5
Hostile Zapper	C1	▲C2	▲B5★	▲C3	▲D1	▲C4	▲C5	▲E1	▲D4★	▲D5	▲E3	▲E4	▲F2	▲E5	▲G1	▲F4	▲F5	▲F5	▲G4
Guardian Death	B4	▲C2	▲B5	▲C3★	▲D1	▲C4	▲C5	▲E1	▲D4	▲D5★	▲E3	▲E4	▲F2	▲E5	▲G1	▲F4	▲F5	▲F5	▲G4
Ballistic Blast	C2	▲C3	▲D1	▲C4★	▲D2	▲C5	▲D3	▲D4	▲E2	▲E3★	▲F1	▲E4	▲E5	▲F3	▲G1	▲G2	▲F5	▲G4	▲G4
Guardian Death+	B5	▲C3	▲D1	▲C4	▲D2★	▲C5	▲D3	▲D4	▲E2	▲E3	▲F1★	▲E4	▲E5	▲F3	▲G1	▲G2	▲F5	▲G4	▲G4
Carpet Bomber	C3	▲C4	▲D2	▲C5	▲D3★	▲E1	▲D4	▲E2	▲D5	▲E3	▲E4	▲F2★	▲E5	▲F3	▲G1	▲G2	▲F5	▲G4	▲G4
Devastator	D1	▲C4	▲D2	▲C5★	▲D3	▲E1	▲D4	▲E2	▲D5	▲E3	▲E4★	▲F2	▲E5	▲F3	▲G1	▲G2	▲F5	▲G4	▲G4
Exterminator	C4	▲C5	▲D3	▲E1	▲E1★	▲D4	▲E2	▲D5	▲E3	▲F1	▲E4	▲E5★	▲F3	▲G1	▲F4	▲G2	▲G3	▲G4	▲G4
Pluto Horizon	D2	▲C5	▲D3	▲E1	▲E1	▲D4★	▲E2	▲D5	▲E3	▲F1	▲E4	▲E5	▲F3	▲G1★	▲F4	▲G2	▲G3	▲G4	▲G4
Exterminator+	C5	▲E1	▲E1	▲D4	▲E2	▲D5	▲E3★	▲E3	▲F1	▲E4	▲F2	▲E5	▲F3★	▲G1	▲F4	▲G2	▲G3	▲G4	▲G5
Punishing Xanadu	D3	▲E1	▲E1	▲D4	▲E2	▲D5★	▲E3	▲E3	▲F1	▲E4	▲F2	▲E5	▲F3★	▲G1	▲F4	▲G2	▲G3	▲G4	▲G5
Kaiser Phalanx	E1	▲E2	▲E2	▲D5	▲E3	▲E3	▲F1★	▲E4	▲E4	▲F2	▲E5	▲F3	▲G1	▲F4	▲G2★	▲F5	▲G3	▲G4	▲G5
Devastating Helios	D4	▲E2	▲E2	▲D5	▲E3	▲E3	▲F1	▲E4★	▲E4	▲F2	▲E5	▲F3	▲G1	▲F4	▲G2★	▲F5	▲G3	▲G4	▲G5
Kaiser Legion	E2	▲D5	▲E3	▲E3	▲F1	▲E4	▲E4	▲F2	▲E5★	▲E5	▲F3	▲G1	▲G1	▲F4★	▲G2	▲F5	▲G3★	▲G5	▲G5
Devastating Helios+	D5	■D5	▲E3	▲E3	▲F1	▲E4	▲E4	▲F2★	▲E5	▲E5	▲F3	▲G1	▲G1	▲F4	▲G2	▲F5★	▲G3	▲G5	▲G5
Kaiser Havaspri	E3	▲F1	▲F1	▲E4	▲E4	▲F2	▲E5	▲E5	▲F3	▲F3★	▲G1	▲G1	▲F4	▲G2	▲F5	▲F5★	▲G4	▲G5	▲G5
Tartaros Maker	F1	■F1	■F1	▲E4	▲E4	▲F2	▲E5	▲E5	▲F3	▲F3★	▲G1	▲G1	▲F4	▲G2	▲F5	▲F5	▲G4	▲G5	▲G5
Kaiser Bastion	E4	▲F2	▲F2	▲F2	▲E5	▲E5	▲F3	▲F3	▲G1★	▲G1	▲F4	▲F4	▲G2	▲F5	▲F5	▲G3	▲G4	▲G5	▲G5
Tartaros Survivor	F2	■F2	■F2	■F2	▲E5	▲E5	▲F3	▲F3	▲G1	▲G1	▲F4	▲F4★	▲G2	▲F5	▲F5	▲G3	▲G4	▲G5	▲G5
Kaiser Bastion+	E5	▼F2	▲F3	▲F3	▲F3	▲G1	▲G1	▲G1	▲F4	▲F4	▲G2★	▲G2	▲F5	▲F5	▲G3	▲G3	▲G4	▲G5	▲G5
Dead-Eye Tartaros	F3	▼F2	■F3	■F3	■F3	▲G1	▲G1	▲G1	▲F4	▲F4	▲G2★	▲G2	▲F5	▲F5	▲G3	▲G3	▲G4	▲G5	▲G5
Galactic Buster	G1	▼F3	▼F3	▲F4	▲F4	▲F4	▲G2	▲G2	▲G2	▲G2	▲F5	▲F5	▲F5★	▲G3	▲G3	▲G4	▲G5	▲G5	▲G5
Pendragon Force	F4	▼F3	▼F3	■F4	■F4	■F4	▲G2	▲G2	▲G2	▲G2	▲F5	▲F5★	▲F5	▲G3	▲G3	▲G4	▲G5	▲G5	▲G5
Galactic Assault	G2	▼F3	▼F4	▼F4	▲F5	▲F5	▲F5	▲F5	▲G3	▲G3	▲G3	▲G3★	▲G4	▲G4	▲G4	▲G5	▲G5	▲G5	▲G5
Pendragon Force+	F5	▼F3	▼F4	▼F4	■F5	■F5	■F5	■F5	▲G3	▲G3	▲G3	▲G3	▲G4	▲G4	▲G4	▲G5	▲G5	▲G5	▲G5
Galactic Boom	G3	▼F4	▼F4	▼F5	▼F5	▼F5	▲G4	▲G4	▲G4	▲G4	▲G4	▲G5	▲G5	▲G5	▲G5	▲G5	▲G5	▲G5	▲G5
Lost Galaxy	G4	▼F4	▼F4	▼F5	▼F5	▼F5	■G4	■G4	■G4	■G4	■G4	▲G5	▲G5	▲G5	▲G5	▲G5	▲G5	▲G5	▲G5
Lost Galaxy+	G5	▼F5	▼F5	▼F5	▼F5	▼G4	▼G4	▼G4	▼G4	■G5	■G5	■G5	■G5	■G5	■G5	■G5	■G5	■G5	■G5

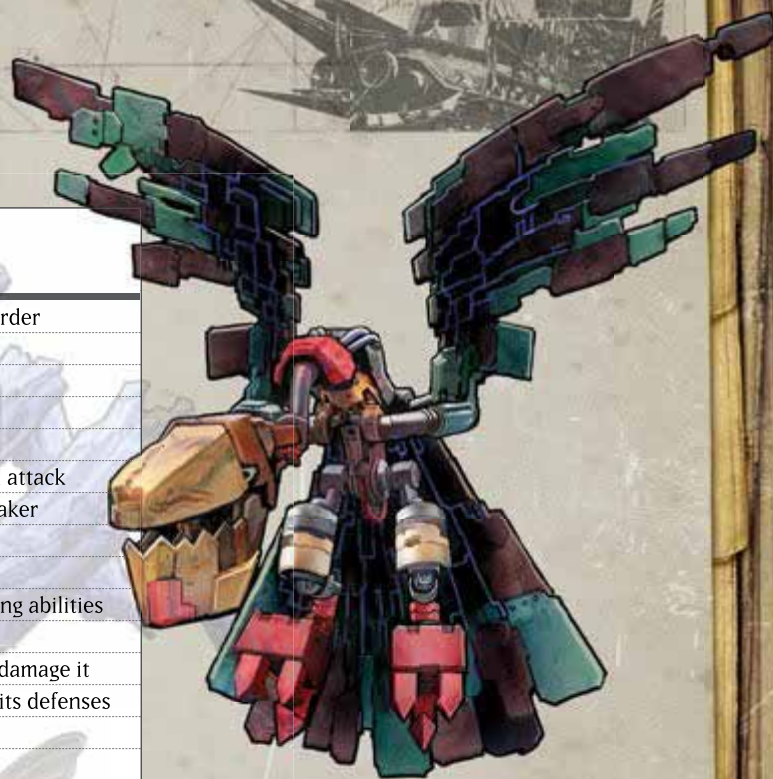
MONSTER DATA

MONSTERS

DATA


MONSTER LEGEND


Hunting ID	The ID of the monster as shown in the Battle Recorder
Level	Basic stats
Max HP	Basic stats
Attack	Basic stats
Defense	Basic stats
Elemental Attack	Power and elements of monster's primary magical attack
Elemental Resist	Resistance to elemental damage, lower means weaker
Status Effect Resist	Resistance to status effects, lower means weaker
Attack Type Resist	Resistance to weapon types, lower means weaker
Barrier	Shield - break with charge attack or shield breaking abilities Barrier - break with Barrier Break Shot Jump - jump up and strike the monster's head to damage it Step On - jump on top of the monster to remove its defenses
EXP	EXP received for defeating the enemy
Zehn	Money received for defeating the enemy
Item Drops	Drop chances for each item








ROSA - CHAPTER 1


 <div>BAPHU</div> <div>ROSA - CHAPTER 1</div>			STATS					ELEMENTAL ATTACK					ELEMENTAL RESIST					
			HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy
			1	2	101	21	80	7	25	0	0	0	0	-50	100	100	100	-50
			STATUS EFFECT RESIST								ATTACK TYPE RESIST							
EXP	Zehn Min	Zehn Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier
2	20	25	-	-	-	-	-	-	-	-	0	50	0	0	0	0	0	-
ITEM DROPS Heal Potion (10%), CO2 Powder (4%), Snow Crest (4%), Antidote (3%), Divine Healing (3%), Resurrection (2%)																		

	DRAGONFLY				STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST								
					HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy				
					2	2	90	28.35	80	7	0	0	0	75	0	100	100	100	-50	100				
ROSA - CHAPTER 1																								
			STATUS EFFECT RESIST								ATTACK TYPE RESIST													
EXP	Zehn Min	Zehn Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier						
3	21	26	-	-	-	-	-	-	-	-	0	-30	-30	0	0	0	0	-						
ITEM DROPS Thunder Stone (10%), Heal Potion (4%), Recharge Drink (3%), Hot Breath (3%), Hellpot Flame (2%), Antidote (2%), Paralysis Cure (1%)																								


	SAND TORTOISE ROSA - CHAPTER 1		STATS					ELEMENTAL ATTACK					ELEMENTAL RESIST						
			HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy	
			3	4	280	42	80	7	99	0	0	0	0	100	100	-50	100	100	
			STATUS EFFECT RESIST								ATTACK TYPE RESIST								
EXP	Zehn Min	Zehn Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier	
3	35	43	-	-	-	-	-	-	-	-	0	0	0	0	0	0	0	Shield	
ITEM DROPS Heal Potion (10%), Sanchez Fruit (4%), Wake-Up Drops (3%), Stamina Extract (3%), Cumulus Pendant (2%)																			


	<h1>MISH</h1> <p>ROSA - CHAPTER 1</p>				STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST				
					HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy
					4	3	126	33.075	100	7	0	0	25	0	0	50	-50	100	100	100
			STATUS EFFECT RESIST								ATTACK TYPE RESIST									
EXP	Zehn Min	Zehn Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier		
3	24	30	-	-	-	-	-	-	-	-	0	50	0	0	0	0	0	-		
ITEM DROPS Sanchez Fruit (10%), Hot Breath (4%), Mellow Banana (3%), Paralysis Cure (3%), Dreamflower Ash (2%), Stamina Extract (1%)																				


	CACTULUS		STATS					ELEMENTAL ATTACK					ELEMENTAL RESIST					
			HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy
			5	4	252	52.5	80	7	0	0	0	50	0	-50	100	100	100	100
ROSA - CHAPTER 1			STATUS EFFECT RESIST								ATTACK TYPE RESIST							
EXP	Zehn Min	Zehn Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier
4	33	41	-	-	-	-	-	-	-	-	0	0	0	0	0	0	0	-
ITEM DROPS Wake-Up Drops (10%), Heal Potion (4%), Thunder Stone (3%), Antidote (3%), Recharge Drink (2%)																		


	STATUE DOG		STATS					ELEMENTAL ATTACK					ELEMENTAL RESIST					
			HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy
			6	3	140	36.75	80	0	0	0	0	0	0	-50	100	100	100	100
ROSA - CHAPTER 1																		
			STATUS EFFECT RESIST								ATTACK TYPE RESIST							
EXP	Zehn Min	Zehn Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier
5	25	31	-	-	-	-	-	-	-	-	0	0	0	0	0	0	0	-
ITEM DROPS Stamina Extract (10%), Silver Bangle (4%), Heal Potion (3%), Mellow Banana (2%), Iron Cube (2%), Cumulus Pendant (1%)																		


MONSTER DATA


			GOLD CHILD			STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST				
						HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy
						7	4	280	52.5	80	7	0	0	0	0	50	100	100	-50	100	100
			STATUS EFFECT RESIST								ATTACK TYPE RESIST										
EXP	Zeln Min	Zeln Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier			
5	35	43	-	-	100	-	100	-	100	-	0	50	0	0	0	0	0	-			
ITEM DROPS Heal Potion (10%), Iron Cube (10%), Silver Bangle (3%), Recharge Drink (2%), Iron Board (2%), Electroless (1%)																					

 <div>MIMIC</div>			STATS					ELEMENTAL ATTACK					ELEMENTAL RESIST							
			HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy		
			-	99	1120	78.75	140	140	0	0	0	0	10	100	100	100	100	-50		
ROSA - CHAPTER 1			STATUS EFFECT RESIST										ATTACK TYPE RESIST							
EXP	Zeln Min	Zeln Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier		
20	140	175	40	40	40	40	40	40	40	40	0	0	0	0	0	0	0	-		
ITEM DROPS Hunter Coin (100%), Silver Bangle (10%), Cumulus Pendant (4%), Recharge Drink (4%), Heal Potion (3%), Divine Healing (2%), Iron Cube (1%)																				

	GIANT	ROSA - CHAPTER 1	STATS					ELEMENTAL ATTACK					ELEMENTAL RESIST						
			HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy	
			-	99	350	40	100	7	75	0	0	0	0	100	100	100	100	100	
			STATUS EFFECT RESIST								ATTACK TYPE RESIST								
EXP	Zeln Min	Zeln Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier	
15	84	105	100	100	100	100	100	100	100	100	0	100	0	0	0	0	0	-	
ITEM DROPS Heal Potion (100%), Heal Potion (100%)																			


	MARK VIII SALAMANDER				STATS						ELEMENTAL ATTACK						ELEMENTAL RESIST				
					HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy	
					-	99	800	50	100	20	20	0	0	0	0	80	100	100	100	100	
ROSA - CHAPTER 1																					
					STATUS EFFECT RESIST							ATTACK TYPE RESIST									
EXP	Zeln Min	Zeln Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier			
35	280	280	100	100	100	100	100	100	100	100	0	100	100	100	100	100	100	-			
ITEM DROPS Tri-Heal (100%), Resurrection (100%)																					


	ARMOR				STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST				
					HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy
					-	99	250	0	50	0	0	0	0	0	0	100	100	100	100	100
ROSA - CHAPTER 1																				
			STATUS EFFECT RESIST								ATTACK TYPE RESIST									
EXP	Zeln Min	Zeln Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier		
0	0	0	100	100	100	100	100	100	100	100	0	0	90	90	90	90	90	-		
ITEM DROPS None																				


	HEART		STATS								ELEMENTAL ATTACK						ELEMENTAL RESIST							
			HuntingID	Lvl	MaxHP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy						
			-	99	250	0	50	0	0	0	0	0	0	100	100	100	100	100						
ROSA - CHAPTER 1																								
			STATUS EFFECT RESIST											ATTACK TYPE RESIST										
EXP	Zeln Min	Zeln Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier						
0	0	0	100	100	100	100	100	100	100	100	0	90	90	90	90	90	90	-						
ITEM DROPS																				None				





ROSA - CHAPTER 7


<div></div> <div>SCORPION</div> <div>ROSA - CHAPTER 7</div>			STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST					
			HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy	
			58	36	2300	189	272	60	0	50	0	0	0	100	50	100	100	100	
			STATUS EFFECT RESIST								ATTACK TYPE RESIST								
EXP	Zeln Min	Zeln Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier	
118	266	332	-	-	-	-	-	-	-	-	0	0	0	0	0	0	0	-	
ITEM DROPS Lunar Ribbon (10%), Tri-Heal (4%), Stamina Extract (3%), Elixir (3%), Thunder Stone (2%), Paralysis Cure (1%)																			

	VULTURE	ROSA - CHAPTER 7	STATS					ELEMENTAL ATTACK					ELEMENTAL RESIST							
			HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy		
			59	34	2200	180	256	60	0	0	0	75	0	100	50	100	100	100		
			STATUS EFFECT RESIST								ATTACK TYPE RESIST									
EXP	Zeln Min	Zeln Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier		
112	252	315	-	-	-	-	-	-	-	-	0	0	0	0	0	0	0	-		
ITEM DROPS Max Heal (10%), Nebuladon Egg (4%), Hoho Bird Feather (4%), Thunder Stone (4%), Diamond (3%), Alluring Lamp (3%), Sanchez Fruit (3%), Heal Potion (1%)																				


 <div>KILLER MISH</div> <div>ROSA - CHAPTER 7</div>			STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST				
			HuntingID	Lvl	MaxHP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy
			60	35	2400	180	256	60	0	50	0	0	0	0	100	100	100	100
			STATUS EFFECT RESIST								ATTACK TYPE RESIST							
EXP	Zeln Min	Zeln Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier
115	259	323	-	-	-	-	-	-	-	-	0	0	0	0	0	0	0	-
ITEM DROPS Hot Breath (10%), Tri-Heal (4%), Lunar Ribbon (4%), Hoho Bird Feather (3%), Skull Necklace (2%), Primeval Beef (2%), Resurrection (1%)																		


 <div><div>WORM</div><div>ROSA - CHAPTER 7</div></div>						STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST				
						HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy
						61	33	2000	180	250	60	0	0	0	0	0	100	50	100	100	100
			STATUS EFFECT RESIST								ATTACK TYPE RESIST										
EXP	Zeln Min	Zeln Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier			
108	244	305	-	-	-	-	-	-	-	-	0	0	0	0	0	0	0	-			
ITEM DROPS Antidote (10%), Stamina Extract (4%), Max Heal (4%), Tri-Charge (3%), Electric Eel (2%), Medusa's Locks (1%), Heal Potion (1%)																					


	SHISA					STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST							
						HuntingID	Lvl	MaxHP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy			
						62	37	2450	189	272	60	0	0	0	0	50	100	100	100	0	100			
ROSA - CHAPTER 7																								
						STATUS EFFECT RESIST					ATTACK TYPE RESIST													
EXP	Zeln Min	Zeln Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier						
120	271	338	-	-	-	-	-	-	-	-	0	0	0	0	0	0	0	-						
ITEM DROPS Max Heal (10%), Skull Necklace (7%), Stamina Extract (4%), Tri-Heal (3%), Cursed Mask (3%), Resurrection (2%), Elixir (2%), Seventhmoon (1%)																								


	LORD BEE				STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST				
					HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy
					63	31	1800	163.8	256	60	0	0	0	0	0	100	100	100	0	100
ROSA - CHAPTER 7			STATUS EFFECT RESIST											ATTACK TYPE RESIST						
EXP	Zeln Min	Zeln Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier		
102	231	288	-	-	-	-	-	-	-	-	0	-50	-50	0	0	0	0	-		
ITEM DROPS Antidote (10%), Queen Bee Stinger (5%), Heal Potion (3%), Elixir (2%)																				

MONSTER DATA


 LIVING LAVA ROSA - CHAPTER 7			STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST				
			HuntingID	Lvl	MaxHP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy
			64	38	2700	196.2	278	60	75	0	0	0	0	100	0	100	100	100
			STATUS EFFECT RESIST								ATTACK TYPE RESIST							
EXP	Zeln Min	Zeln Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier
126	285	356	-	-	100	-	-	-	-	-	0	90	90	0	0	0	0	Jump
ITEM DROPS Nebuladon Egg (10%), Max Heal (4%), Ruby (4%), Flame God's Stone (4%), Hellpot Flame (3%), Firestone (3%), Tri-Resurrection (2%)																		


 BLACK HORN ROSA - CHAPTER 7			STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST				
			HuntingID	Lvl	MaxHP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy
			65	35	2500	180	256	60	0	50	0	0	0	100	100	100	100	100
			STATUS EFFECT RESIST								ATTACK TYPE RESIST							
EXP	Zeln Min	Zeln Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier
116	262	327	-	-	-	-	-	-	-	-	0	0	0	0	0	0	0	-
ITEM DROPS Primeval Beef (10%), Stamina Extract (4%), Resurrection (4%), Wake-Up Drops (4%), Flame God's Stone (2%), Skull Necklace (1%)																		

 MIMIC ROSA - CHAPTER 7			STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST				
			HuntingID	Lvl	MaxHP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy
			-	99	10800	243	438	480	0	0	0	0	10	100	100	100	100	50
			STATUS EFFECT RESIST								ATTACK TYPE RESIST							
EXP	Zeln Min	Zeln Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier
472	1069	1336	-	-	-	-	-	-	-	-	0	0	0	0	0	0	0	-
ITEM DROPS Hunter Coin (100%), Silver Bangle (10%), Cumulus Pendant (4%), Recharge Drink (4%), Heal Potion (3%), Divine Healing (2%), Iron Cube (1%)																		


 SEED ROSA - CHAPTER 7			STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST				
			HuntingID	Lvl	MaxHP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy
			-	99	20000	180	1000	120	0	0	50	0	50	100	100	100	100	100
			STATUS EFFECT RESIST								ATTACK TYPE RESIST							
EXP	Zeln Min	Zeln Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier
0	0	0	100	100	100	100	100	100	100	100	0	40	40	40	40	40	40	-
ITEM DROPS None																		


ROSA - CHAPTER 9


 WALL GIGANT ROSA - CHAPTER 9			STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST				
			HuntingID	Lvl	MaxHP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy
			107	47	4500	291.6	270	270	0	0	0	0	50	100	100	0	100	100
			STATUS EFFECT RESIST								ATTACK TYPE RESIST							
EXP	Zeln Min	Zeln Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier
195	384	480	-	-	-	-	-	-	-	-	0	40	40	0	0	0	0	Jump
ITEM DROPS Iron Board (10%), Max Heal (4%), Tri-Heal (4%), Heal Potion (3%), Guardian Sphere (2%), Trumpet of Glory (2%), Plasma Burst Circuit (2%)																		


 DARK SPIRIT ROSA - CHAPTER 9			STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST				
			HuntingID	Lvl	MaxHP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy
			108	45	4250	250	260	270	0	0	0	0	75	100	100	100	100	0
			STATUS EFFECT RESIST								ATTACK TYPE RESIST							
EXP	Zeln Min	Zeln Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier
189	372	465	-	-	-	100	-	-	-	-	0	0	0	0	-30	-30	-30	-
ITEM DROPS Recharge Drink (10%), Tri-Heal (4%), Lapis Lazuli (4%), Snow Crest (4%), Queen Bee Stinger (3%), Dreamflower Ash (2%), Dark Onyx (1%)																		





 ROLLING STONE ROSA - CHAPTER 9			STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST				
			HuntingID	Lvl	MaxHP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy
			109	44	4250	259.2	260	135	50	0	0	0	0	100	100	100	100	100
			STATUS EFFECT RESIST								ATTACK TYPE RESIST							
EXP	Zeln Min	Zeln Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier
182	359	448	-	-	-	-	-	-	-	-	0	0	0	0	0	0	0	-
ITEM DROPS Trumpet of Glory (10%), Max Heal (4%), Diamond (4%), Retro Boombox (4%), Tri-Heal (3%), Electric Eel (2%)																		

 CONE SHEEP ROSA - CHAPTER 9			STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST				
			HuntingID	Lvl	MaxHP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy
			110	45	4500	259.2	266	0	0	0	0	0	0	50	100	100	100	100
			STATUS EFFECT RESIST								ATTACK TYPE RESIST							
EXP	Zeln Min	Zeln Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier
187	369	461	-	-	-	-	-	-	-	-	0	0	0	0	0	0	0	-
ITEM DROPS Max Heal (10%), Iron Board (4%), Electroless (4%), Tri-Heal (4%), Recharge Drink (3%), Mellow Banana (2%)																		


 PANEK ROSA - CHAPTER 9			STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST				
			HuntingID	Lvl	MaxHP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy
			111	45	4500	259.2	270	135	0	50	0	0	0	100	100	0	100	100
			STATUS EFFECT RESIST								ATTACK TYPE RESIST							
EXP	Zeln Min	Zeln Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier
188	371	463	-	-	-	100	-	-	-	-	0	40	40	0	0	0	0	Barrier
ITEM DROPS Max Heal (10%), Plasma Burst Circuit (4%), Carbon Alloy (4%), Revolver Alloy (4%), Iron Cube (3%), Iron Board (3%), Recharge Drink (2%), Seventhmoon (1%)																		


 KILLER STINGER ROSA - CHAPTER 9			STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST				
			HuntingID	Lvl	MaxHP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy
			112	44	4250	259.2	260	0	0	0	0	0	0	100	100	100	100	100
			STATUS EFFECT RESIST								ATTACK TYPE RESIST							
EXP	Zeln Min	Zeln Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier
182	359	448	-	-	-	-	-	-	-	-	0	0	0	0	0	0	0	Barrier
ITEM DROPS Electroless (10%), Sanchez Fruit (4%), Mellow Banana (3%), Perfect Heal (3%), Myriad Branch (2%)																		


 KING MISH ROSA - CHAPTER 9			STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST				
			HuntingID	Lvl	MaxHP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy
			113	42	4500	215.46	250	135	0	50	0	0	0	100	100	100	100	100
			STATUS EFFECT RESIST								ATTACK TYPE RESIST							
EXP	Zeln Min	Zeln Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier
176	348	435	-	-	-	-	-	-	-	-	0	0	0	0	0	0	0	-
ITEM DROPS Yago Milk (10%), Hot Breath (4%), Mellow Banana (3%), Paralysis Cure (3%), Dreamflower Ash (2%), Perfect Heal (1%)																		


 ARTHUR ROSA - CHAPTER 9			STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST				
			HuntingID	Lvl	MaxHP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy
			114	45	4300	277.02	260	135	0	0	0	50	50	100	100	100	100	100
			STATUS EFFECT RESIST								ATTACK TYPE RESIST							
EXP	Zeln Min	Zeln Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier
189	374	467	-	-	-	-	-	-	-	-	0	0	0	0	0	0	0	-
ITEM DROPS Yago Milk (10%), Antidote (5%), Max Heal (4%), Primeval Beef (3%), Diamond (2%), Tri-Resurrection (2%)																		


MONSTER DATA


 ANCIENT DUKE ROSA - CHAPTER 9			STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST				
			HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy
			115	49	4500	307.8	280	135	0	50	0	0	50	100	100	100	100	100
			STATUS EFFECT RESIST								ATTACK TYPE RESIST							
EXP	Zeln Min	Zeln Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier
204	403	503	-	-	-	-	100	-	-	80	0	0	0	0	0	0	0	-
ITEM DROPS Resurrection (10%), Silver Bangle (4%), Tri-Resurrection (3%), Max Heal (3%), Mirror Unit (2%), Medusa's Locks (1%)																		

 DEATH MASK ROSA - CHAPTER 9			STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST				
			HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy
			125	44	4250	129.6	260	540	0	75	0	0	0	100	100	100	100	0
			STATUS EFFECT RESIST								ATTACK TYPE RESIST							
EXP	Zeln Min	Zeln Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier
182	359	448	-	-	-	-	-	-	100	-	0	40	40	0	0	0	0	-
ITEM DROPS Resurrection (10%), Mirror Unit (4%), Tri-Heal (4%), Skull Necklace (4%), Hellpot Flame (4%), Dark Onyx (3%)																		


 GOLD MASK ROSA - CHAPTER 9			STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST				
			HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy
			126	44	4400	129.6	252	540	0	0	75	0	0	100	100	100	100	0
			STATUS EFFECT RESIST								ATTACK TYPE RESIST							
EXP	Zeln Min	Zeln Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier
182	359	448	-	-	-	100	-	-	-	-	0	40	40	0	0	0	0	-
ITEM DROPS Tri-Heal (10%), Trumpet of Glory (4%), Tri-Resurrection (4%), Diamond (4%), Firestone (3%), Resurrection (2%)																		


 MIMIC ROSA - CHAPTER 9			STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST				
			HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy
			-	99	18000	405	490	1080	0	0	0	0	10	100	100	100	100	100
			STATUS EFFECT RESIST								ATTACK TYPE RESIST							
EXP	Zeln Min	Zeln Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier
816	1612	2015	40	40	40	40	40	40	40	40	0	0	0	0	0	0	0	-
ITEM DROPS Hunter Coin (100%), Trumpet of Glory (50%), Dreamflower Ash (4%), Magic Lipstick (4%), Resurrection (3%), Lapis Lazuli (2%), Alluring Lamp (2%), Dark Music Box (1%)																		


 ZEGRAM ROSA - CHAPTER 9			STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST				
			HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy
			-	99	20000	324	2000	0	0	0	0	0	0	100	100	100	100	100
			STATUS EFFECT RESIST								ATTACK TYPE RESIST							
EXP	Zeln Min	Zeln Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier
0	0	0	100	100	100	100	100	100	100	100	0	40	0	0	0	0	0	-
ITEM DROPS None																		


 SEED ROSA - CHAPTER 9			STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST				
			HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy
			-	99	20000	165	2000	88	0	0	50	0	50	100	100	100	100	100
			STATUS EFFECT RESIST								ATTACK TYPE RESIST							
EXP	Zeln Min	Zeln Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier
0	0	0	100	100	100	100	100	100	100	100	40	40	40	40	40	40	40	-
ITEM DROPS None																		




	SEED				STATS						ELEMENTAL ATTACK						ELEMENTAL RESIST					
					HuntingID	Lvl	MaxHP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy		
					-	99	20000	281.88	2000	108	0	0	50	0	50	100	100	100	100	100		
ROSA - CHAPTER 9																						
					STATUS EFFECT RESIST						ATTACK TYPE RESIST											
EXP	Zeln Min	Zeln Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier				
0	0	0	100	100	100	100	100	100	100	100	40	40	40	40	40	40	40	-				
ITEM DROPS None																						


	BEAST SEED		STATS					ELEMENTAL ATTACK					ELEMENTAL RESIST									
			HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy				
			-	99	25000	291.6	750	135	0	0	99	0	0	100	100	100	100	100				
ROSA - CHAPTER 9																						
			STATUS EFFECT RESIST								ATTACK TYPE RESIST											
EXP	Zeln Min	Zeln Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier				
8229	2100	2100	100	100	100	100	100	100	100	100	0	-40	0	0	0	0	0	-				
ITEM DROPS Brave Symbol (100%), Brave Symbol (100%), Perfect Elixir (100%)																						

	<div>RAGNAR</div> <div>ROSA - CHAPTER 9</div>				STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST				
					HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy
					-	99	20000	340.2	800	270	0	0	99	0	0	100	100	50	100	100
			STATUS EFFECT RESIST								ATTACK TYPE RESIST									
EXP	Zeln Min	Zeln Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier		
8229	1680	1680	100	100	100	100	100	100	100	100	0	80	80	40	40	40	40	-		
ITEM DROPS Edensia (100%), Edensia (100%)																				


	SAND KRAKEN ROSA - CHAPTER 9		STATS					ELEMENTAL ATTACK					ELEMENTAL RESIST						
			HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy	
			-	99	26250	356.4	1000	270	0	99	0	0	0	100	100	20	100	100	
			STATUS EFFECT RESIST								ATTACK TYPE RESIST								
EXP	Zeln Min	Zeln Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier	
8229	1400	1400	100	100	100	100	100	100	100	100	0	80	80	40	40	40	40	-	
ITEM DROPS Edensia (100%), Attack Seal (100%), Guard Seal (100%)																			


	<h1>TENTACLE</h1> <p>ROSA - CHAPTER 9</p>		STATS					ELEMENTAL ATTACK					ELEMENTAL RESIST					
			HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy
			-	99	2000	268.92	500	135	0	99	0	0	0	100	100	20	100	100
			STATUS EFFECT RESIST								ATTACK TYPE RESIST							
EXP	Zeln Min	Zeln Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier
0	0	0	100	100	100	100	100	100	100	100	0	40	40	0	0	0	0	-
ITEM DROPS None																		


ROSA - CHAPTER 10


	<div>FLAME TORTOISE</div> <div>ROSA - CHAPTER 10</div>				STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST				
					HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy
					116	50	4320	272.16	336	272	0	0	0	0	0	100	50	100	100	100
					STATUS EFFECT RESIST						ATTACK TYPE RESIST									
EXP	Zeln Min	Zeln Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier		
292	441	551	-	-	100	-	-	-	-	-	0	0	0	0	0	0	0	Shield		
ITEM DROPS Tri-Heal (10%), Flame God's Stone (4%), Resurrection (4%), Sanchez Fruit (3%), Nebuladon Egg (2%), Rose of Passion (2%), Lucky Clover (2%), Firestone (1%)																				


MONSTER DATA


 JARVIL ROSA - CHAPTER 10			STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST				
			HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy
			117	47	4500	268.8	300	0	0	0	0	0	0	100	50	100	100	100
			STATUS EFFECT RESIST								ATTACK TYPE RESIST							
EXP	Zehn Min	Zehn Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier
274	414	517	-	-	-	-	-	-	-	-	0	0	0	0	0	0	0	-
ITEM DROPS Trumpet of Glory (10%), Stamina Extract (4%), Thunder Stone (4%), Max Heal (4%), Diamond (2%), Resurrection (1%)																		

 PAD WORM ROSA - CHAPTER 10			STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST				
			HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy
			118	47	4500	268.8	300	0	0	0	0	0	0	100	100	50	100	100
			STATUS EFFECT RESIST								ATTACK TYPE RESIST							
EXP	Zehn Min	Zehn Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier
274	414	517	-	-	-	-	-	-	-	-	0	0	0	0	0	0	0	-
ITEM DROPS Paralysis Cure (10%), Max Heal (4%), Hot Breath (4%), Medusa's Locks (4%), Smoked Rainbow Newt (3%), Primeval Beef (2%)																		


 HILL GIANT ROSA - CHAPTER 10			STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST				
			HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy
			119	56	5280	336	336	0	0	0	0	0	0	100	50	100	100	100
			STATUS EFFECT RESIST								ATTACK TYPE RESIST							
EXP	Zehn Min	Zehn Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier
322	488	610	-	-	-	-	-	-	-	-	0	90	90	0	0	0	0	Jump
ITEM DROPS Resurrection (10%), Tri-Heal (4%), Hellpot Flame (4%), Electric Eel (3%), Smoked Rainbow Newt (1%), Skull Necklace (1%)																		


 STONE WORM ROSA - CHAPTER 10			STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST				
			HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy
			120	48	4560	268.8	304	0	0	0	0	0	0	100	100	100	100	100
			STATUS EFFECT RESIST								ATTACK TYPE RESIST							
EXP	Zehn Min	Zehn Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier
276	418	522	-	-	-	-	-	-	-	-	0	0	0	0	0	0	0	-
ITEM DROPS Paralysis Cure (10%), Medusa's Locks (4%), Max Heal (3%), Recharge Drink (3%), Electric Eel (2%), Primeval Beef (1%)																		


 YELLOWFLY ROSA - CHAPTER 10			STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST				
			HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy
			121	46	4200	272.16	270	140	0	0	0	50	0	100	100	100	0	100
			STATUS EFFECT RESIST								ATTACK TYPE RESIST							
EXP	Zehn Min	Zehn Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier
268	405	506	-	-	-50	-	-	-	-	-	0	-30	-30	0	0	0	0	-
ITEM DROPS Thunder Stone (10%), Max Heal (4%), Recharge Drink (3%), Hot Breath (3%), Hellpot Flame (2%)																		


 DEATH SKELETAR ROSA - CHAPTER 10			STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST				
			HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy
			122	51	4704	272.16	320	140	0	0	0	0	50	100	100	100	100	50
			STATUS EFFECT RESIST								ATTACK TYPE RESIST							
EXP	Zehn Min	Zehn Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier
295	446	557	-	-	-	-	-	-	-	-	0	0	0	0	0	0	0	-
ITEM DROPS Resurrection (10%), CO2 Powder (4%), Tri-Charge (2%), Antidote (2%), Dragon God Skull (1%)																		




 <div><div>DARK VULTURE</div><div>ROSA - CHAPTER 10</div></div>			STATS					ELEMENTAL ATTACK					ELEMENTAL RESIST						
			HuntingID	Lvl	MaxHP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy	
			123	50	4800	272.16	300	140	0	0	0	50	0	100	100	100	50	100	
			STATUS EFFECT RESIST								ATTACK TYPE RESIST								
EXP	Zehn Min	Zehn Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier	
290	439	548	-	-	-	-	-	-	-	-	0	0	0	0	0	0	0	-	
ITEM DROPS Nebuladon Egg (10%), Tri-Heal (4%), Hoho Bird Feather (4%), Thunder Stone (4%), Dark Onyx (3%), Strength Star (2%), Sanchez Fruit (1%)																			


 <div><div>FIRE DOLL</div><div>ROSA - CHAPTER 10</div></div>			STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST					
			HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy	
			124	48	4320	272.16	288	140	50	0	0	0	0	100	0	100	100	100	
			STATUS EFFECT RESIST								ATTACK TYPE RESIST								
EXP	Zehn Min	Zehn Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier	
276	418	522	-	-	100	-	-	-	-	-	0	0	0	0	0	0	0	-	
ITEM DROPS Max Heal (10%), Hot Breath (4%), Rose of Passion (3%), Lucky Clover (2%), Resurrection (2%), Firestone (1%)																			

 <div>MIMIC</div> <div>ROSA - CHAPTER 10</div>			STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST						
			HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy		
			-	99	19200	420	560	1120	0	0	0	0	10	100	100	100	100	100		
			STATUS EFFECT RESIST									ATTACK TYPE RESIST								
EXP	Zehn Min	Zehn Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier		
1228	1988	2485	-	-	-	-	-	-	-	-	0	0	0	0	0	0	40	-		
ITEM DROPS Hunter Coin (100%), Silver Bangle (10%), Cumulus Pendant (4%), Recharge Drink (4%), Heal Potion (3%), Divine Healing (2%), Iron Cube (1%)																				


<div></div> <div>JOHANNA</div> <div>ROSA - CHAPTER 10</div>			STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST					
			HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy	
			-	99	19510	67.2	1000	308	50	0	50	0	50	100	100	100	100	100	
			STATUS EFFECT RESIST								ATTACK TYPE RESIST								
EXP	Zehn Min	Zehn Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier	
13275	0	0	100	100	100	100	100	100	100	100	0	40	40	40	40	40	80	-	
ITEM DROPS Sealing Sunsphere (100%), Lucky Clover (100%), Perfect Reviver (100%)																			


<div></div> <div><div>JOHANNA</div><div>(ILLUSION)</div></div> <div>ROSA - CHAPTER 10</div>			STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST						
			HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy		
			-	99	5000	67.2	200	269	50	0	50	0	50	100	100	100	100	100		
			STATUS EFFECT RESIST									ATTACK TYPE RESIST								
EXP	Zehn Min	Zehn Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier		
0	0	0	100	100	100	100	100	100	100	100	0	40	0	0	0	0	0	-		
ITEM DROPS None																				


JURAIKA - CHAPTER 2


<div></div> <div>DEVILER</div> <div>JURAIKA - CHAPTER 2</div>			STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST					
			HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy	
			-	99	407	30	80	25	0	0	75	0	0	50	50	100	100	100	
			STATUS EFFECT RESIST									ATTACK TYPE RESIST							
EXP	Zehn Min	Zehn Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier	
15	70	70	100	100	100	100	100	100	100	100	-50	50	0	0	0	0	0	-	
ITEM DROPS None																			


MONSTER DATA

<div></div> <div>DEVILER</div> <div>JURAICA - CHAPTER 2</div>			STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST				
			HuntingID	Lvl	MaxHP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy
			-	99	900	55	35	100	100	100	100	100	100	100	100	100	100	100
			STATUS EFFECT RESIST								ATTACK TYPE RESIST							
EXP	Zehn Min	Zehn Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier
0	0	0	100	100	100	100	100	100	100	100	-	0	-	-	-	-	-	
ITEM DROPS None																		

	<h1>HORRORWOOD</h1> <p>JURAIKA - CHAPTER 2</p>	STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST					
		HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy	
		8	8	350	45	85	25	0	0	0	0	50	100	100	100	100	100	
		STATUS EFFECT RESIST									ATTACK TYPE RESIST							
EXP	Zehn Min	Zehn Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier
8	37	46	-	-	-50	-	-	-	-	-	0	0	0	0	0	0	0	-
ITEM DROPS Recharge Drink (10%), Heal Potion (4%), Wake-Up Drops (3%), Myriad Branch (3%), Sanchez Fruit (2%), Spirit Bell (2%)																		


	SMILEY	JURAICA - CHAPTER 2	STATS					ELEMENTAL ATTACK					ELEMENTAL RESIST					
			HuntingID	Lvl	MaxHP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy
			9	7	320	42	70	0	0	0	0	0	0	50	50	100	100	100
			STATUS EFFECT RESIST								ATTACK TYPE RESIST							
EXP	Zehn Min	Zehn Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier
7	33	41	-	-	-	-	-	-	-	-	0	50	50	0	0	0	0	Step On
ITEM DROPS Relaxing Aroma (10%), Heal Potion (4%), Star Earrings (3%), Dreamflower Ash (3%), Divine Healing (2%), Seventhmoon (1%)																		


	KING BEE	JURAICA - CHAPTER 2	STATS					ELEMENTAL ATTACK					ELEMENTAL RESIST					
			HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy
			10	6	250	42	70	25	0	0	0	50	0	100	100	100	50	100
			STATUS EFFECT RESIST								ATTACK TYPE RESIST							
EXP	Zehn Min	Zehn Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier
6	30	37	-	-	-	-	-	-	-	-	0	-30	-30	0	0	0	0	-
ITEM DROPS Antidote (10%), Queen Bee Stinger (4%), Heal Potion (6%), Ruby (2%), Divine Healing (1%)																		


	GORRA	JURAICA - CHAPTER 2	STATS					ELEMENTAL ATTACK					ELEMENTAL RESIST						
			HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy	
			11	8	370	48	80	0	0	0	0	0	0	100	50	100	100	100	
			STATUS EFFECT RESIST								ATTACK TYPE RESIST								
EXP	Zehn Min	Zehn Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier	
8	38	47	-	-	-	-	-	-	-	-	0	0	0	0	0	0	0	-	
ITEM DROPS Hellpot Flame (10%), Mellow Banana (5%), Sanchez Fruit (3%), Heal Potion (6%), Pirate's Grog (2%), Stamina Extract (1%)																			


 <div>MUTCH</div> JURAICA - CHAPTER 2	STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST							
	HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy			
	12	7	320	49.5	70	25	0	0	0	0	50	100	100	50	100	100			
			STATUS EFFECT RESIST								ATTACK TYPE RESIST								
EXP	Zeln Min	Zeln Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier	
7	35	43	-	-	-	-	80	-	-	-	0	0	0	0	0	0	0	-	
ITEM DROPS Wake-Up Drops (10%), Dream Mushroom (5%), Heal Potion (6%), Hot Breath (3%), Magic Lipstick (1%)																			





<div></div> <div>STUMP</div> <div>JURAIKA - CHAPTER 2</div>			STATS					ELEMENTAL ATTACK					ELEMENTAL RESIST					
			HuntingID	Lvl	MaxHP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy
			13	9	400	60	75	0	0	0	0	0	0	100	100	50	100	100
			STATUS EFFECT RESIST								ATTACK TYPE RESIST							
EXP	Zehn Min	Zehn Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier
9	41	51	-	-	-	-	-	-	-	-	0	0	0	0	0	0	0	-
ITEM DROPS Heal Potion (10%), Hellpot Flame (3%), Diamond (3%), Myriad Branch (3%), Hot Breath (2%), Ruby (2%)																		

	PIRAHNITE		STATS					ELEMENTAL ATTACK					ELEMENTAL RESIST							
			HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy		
			14	7	300	42	80	25	0	50	0	0	0	100	100	50	100	100		
JURAIKA - CHAPTER 2			STATUS EFFECT RESIST										ATTACK TYPE RESIST							
EXP	Zehn Min	Zehn Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier		
7	34	42	-	-	-	-	-	-80	-	-	0	0	0	0	0	0	0	-		
ITEM DROPS CO2 Powder (10%), Snow Crest (3%), Recharge Drink (3%), Heal Potion (3%), Paralysis Cure (2%), Dark Onyx (1%)																				

 <div>MOUI</div> <div>JURAIKA - CHAPTER 2</div>			STATS					ELEMENTAL ATTACK					ELEMENTAL RESIST						
			HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy	
			15	7	270	45	80	0	0	0	0	0	0	100	100	100	100	100	
			STATUS EFFECT RESIST								ATTACK TYPE RESIST								
EXP	Zehn Min	Zehn Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier	
7	33	41	-	-	-	-	-	-	-	-	0	0	0	0	0	0	0	-	
ITEM DROPS Heal Potion (10%), Stamina Extract (4%), Sanchez Fruit (3%), Divine Healing (2%), Star Earrings (1%)																			


 <div><div>BLUE THUNDER</div><div>JURAIKA - CHAPTER 2</div></div>			STATS					ELEMENTAL ATTACK					ELEMENTAL RESIST						
			HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy	
			16	10	400	75	100	25	0	50	0	0	0	100	50	100	100	100	
			STATUS EFFECT RESIST								ATTACK TYPE RESIST								
EXP	Zehn Min	Zehn Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier	
10	49	61	-	-	-50	-	40	-	-	-	0	0	0	0	0	0	0	-	
ITEM DROPS Heal Potion (10%), Thunder Stone (4%), Antidote (3%), Paralysis Cure (3%), Medusa's Locks (2%), Nebula Opal (1%)																			


	<div>MIMIC</div> <div>JURAIKA - CHAPTER 2</div>		STATS					ELEMENTAL ATTACK					ELEMENTAL RESIST						
			HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy	
			-	99	1600	112.5	175	200	0	0	0	0	10	100	100	100	100	50	
			STATUS EFFECT RESIST								ATTACK TYPE RESIST								
EXP	Zehn Min	Zehn Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier	
40	196	245	40	40	40	40	40	40	40	40	0	0	0	0	50	0	50	-	
ITEM DROPS Hunter Coin (100%), Spirit Bell (20%), Diamond (4%), Thunder Stone (3%), Ruby (2%), Star Earrings (2%)																			


	<div>MUD WHOOPER</div> <div>JURAIKA - CHAPTER 2</div>				STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST				
					HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy
					-	99	6000	60	140	38	0	25	25	0	25	50	50	100	100	100
			STATUS EFFECT RESIST								ATTACK TYPE RESIST									
EXP	Zehn Min	Zehn Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier		
110	350	350	100	100	100	100	100	100	100	100	0	40	40	40	40	40	40	-		
ITEM DROPS Rock Crusher (100%), Heal Potion (100%)																				


MONSTER DATA


JURAIKA - CHAPTER 3


 <div>MAURYA</div> <div>JURAIKA - CHAPTER 3</div>			STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST				
			HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy
			17	16	800	78.375	160	0	0	0	0	0	0	100	100	100	100	100
			STATUS EFFECT RESIST								ATTACK TYPE RESIST							
EXP	Zehn Min	Zehn Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier
15	55	68	-	-	-	-	-	-	-	-	0	0	0	0	0	0	0	-
ITEM DROPS Heal Potion (10%), Diamond (4%), Wake-Up Drops (4%), Spirit Bell (3%), Max Heal (3%), Tri-Heal (2%), CO2 Powder (2%), Dark Onyx (1%)																		

	STINGER	STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST					
		HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy	
		18	14	600	74.25	150	0	0	0	0	0	0	100	50	100	100	100	
JURAIKA - CHAPTER 3																		
			STATUS EFFECT RESIST								ATTACK TYPE RESIST							
EXP	Zehn Min	Zehn Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier
13	48	60	-	-	-	-	-	-	-	-	0	0	0	0	0	0	0	-
ITEM DROPS Recharge Drink (10%), Myriad Branch (4%), Hoho Bird Feather (3%), Hellpot Flame (4%), Heal Potion (4%), Mellow Banana (3%), Lapis Lazuli (2%), Juraikan Coffee Beans (1%)																		


 <div>RED SPIDER</div> JURAIKA - CHAPTER 3			STATS					ELEMENTAL ATTACK					ELEMENTAL RESIST					
			HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy
			19	18	900	82.5	200	28	50	0	0	0	0	100	50	100	100	100
			STATUS EFFECT RESIST								ATTACK TYPE RESIST							
EXP	Zehn Min	Zehn Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier
17	63	78	-	-	-	-	-	-	-	-	0	0	0	0	0	0	0	-
ITEM DROPS Electroless (10%), Medusa's Locks (4%), Heal Potion (3%), Thunder Stone (2%), Queen Bee Stinger (2%), Hoho Bird Feather (2%), Ultraspicy Pepper (2%), Nebula Opal (1%)																		

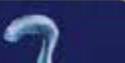
	CACTUGUS				STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST								
					HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy				
					20	14	600	78.375	150	28	50	0	0	0	0	100	100	100	100	100				
JURAIKA - CHAPTER 3																								
					STATUS EFFECT RESIST						ATTACK TYPE RESIST													
EXP	Zehn Min	Zehn Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier						
13	49	61	-	-	-	-	-	-	-	-	0	0	0	0	0	0	0	-						
ITEM DROPS Heal Potion (10%), Paralysis Cure (4%), Antidote (4%), Medusa's Locks (3%), Myriad Branch (2%)																								

	<div>SHADOW WOOD</div> <div>JURAIKA - CHAPTER 3</div>					STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST				
						HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy
						21	14	600	74.25	150	28	50	0	0	0	0	50	100	100	100	20
						STATUS EFFECT RESIST					ATTACK TYPE RESIST										
EXP	Zehn Min	Zehn Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier			
13	48	60	-	-	-	-	-	-	-	-	0	0	0	0	0	0	0	-			
ITEM DROPS Recharge Drink (10%), Heal Potion (4%), Myriad Branch (3%), Stamina Extract (3%), Wake-Up Drops (2%), Dream Mushroom (1%)																					

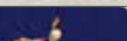
 <div>MUU MUU</div> JURAIKA - CHAPTER 3	STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST							
	HuntingID	Lvl	MaxHP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy			
	22	14	600	61.875	150	0	0	0	0	0	0	50	100	100	100	100			
			STATUS EFFECT RESIST								ATTACK TYPE RESIST								
EXP	Zehn Min	Zehn Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier	
13	45	56	-	-	-	-	-	-	-	-	0	50	0	0	0	0	0	-	
ITEM DROPS Hellpot Flame (10%), Recharge Drink (3%), CO2 Powder (3%), Electroless (2%), Resurrection (2%)																			




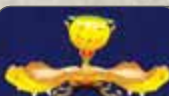
	INDIVIDER		STATS					ELEMENTAL ATTACK					ELEMENTAL RESIST						
			HuntingID	Lvl	MaxHP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy	
			-	99	7000	90	200	55	0	0	0	0	50	100	50	100	100	100	
			STATUS EFFECT RESIST								ATTACK TYPE RESIST								
EXP	Zehn Min	Zehn Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier	
259	560	560	100	100	100	100	100	100	100	100	0	40	40	40	40	40	40	-	
ITEM DROPS Tri-Heal (100%), Resurrection (100%), Resurrection (100%)																			


	WORM				STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST								
					HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy				
					-	99	600	45	60	55	0	0	0	0	50	100	100	100	100	50				
JURAIKA - CHAPTER 3																								
					STATUS EFFECT RESIST										ATTACK TYPE RESIST									
EXP	Zehn Min	Zehn Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier						
0	0	0	-	-	-	-	-	-	-	-	0	0	0	0	0	0	0	-						
ITEM DROPS None																								

JURAIKA - CHAPTER 8


			DANCING DOLL		STATS						ELEMENTAL ATTACK						ELEMENTAL RESIST					
					HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy		
					66	37	2800	273.24	214	110	50	0	0	0	0	100	100	100	100	100		
JURAIKA · CHAPTER 8																						
					STATUS EFFECT RESIST						ATTACK TYPE RESIST											
EXP	Zehn Min	Zehn Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier				
96	283	353	-	-	-	-	-	-	-	-	0	40	40	0	0	0	0	-				
ITEM DROPS Forbidden Add-On (10%), Captain's Sock (4%), Max Heal (4%), Cursed Mask (4%), Resurrection (3%), Speaker Pod (2%)																						


 <div>FANCY FOWL</div>			STATS					ELEMENTAL ATTACK					ELEMENTAL RESIST					
			HuntingID	Lvl	MaxHP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy
			67	36	2800	242.88	219	110	75	0	0	50	0	50	100	100	100	100
			STATUS EFFECT RESIST								ATTACK TYPE RESIST							
EXP	Zehn Min	Zehn Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier
93	274	342	-	-	-	-	-	-	-	-	0	0	0	0	0	0	0	-
ITEM DROPS Hot Breath (10%), Lunar Ribbon (4%), Hoho Bird Feather (4%), Tri-Heal (4%), Wake-Up Drops (3%), Ruby (2%), Resurrection (2%), Seventhmoon (1%)																		


			SMILIER		STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST				
					HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy
					68	34	2800	231	204	0	0	0	0	0	100	100	100	100	100	
			STATUS EFFECT RESIST								ATTACK TYPE RESIST									
EXP	Zehn Min	Zehn Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier		
87	255	318	-	-	-	-	-	-	-	-	0	0	0	0	0	0	0	Step On		
ITEM DROPS Max Heal (10%), Spirit Bell (4%), Elixir (4%), Lunar Ribbon (3%), Recharge Drink (2%)																				


			ANCIENT MISH		JURAIKA - CHAPTER 8		STATS					ELEMENTAL ATTACK					ELEMENTAL RESIST					
							HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy
							69	41	3300	313.5	214	110	0	0	50	0	0	100	50	100	100	100
			STATUS EFFECT RESIST								ATTACK TYPE RESIST											
EXP	Zehn Min	Zehn Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier				
105	309	386	-	-	-	-	-	-	-	-	0	0	0	0	0	0	0	-				
ITEM DROPS Yago Milk (10%), Hoho Bird Feather (4%), Primeval Beef (4%), Max Heal (3%), Resurrection (2%), Recharge Drink (2%)																						


MONSTER DATA

	<div>POISONOUS FLY</div> <div>JURAICA - CHAPTER 8</div>					STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST				
						HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy
						70	33	2500	212.52	204	110	0	0	0	50	0	100	100	100	0	100
			STATUS EFFECT RESIST								ATTACK TYPE RESIST										
EXP	Zehn Min	Zehn Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier			
84	246	307	-	-	-	-	100	-	-	-	0	0	0	0	0	0	0	-			
ITEM DROPS Antidote (10%), Hot Breath (4%), Flame God's Stone (4%), Thunder Stone (3%), Dreamflower Ash (3%), Nebuladon Egg (3%), Skull Necklace (2%)																					

 <div>INFERNAL FRUIT JURAICA - CHAPTER 8</div>						STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST				
						HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy
						71	37	3200	242.88	204	110	0	0	0	0	50	100	100	100	100	100
			STATUS EFFECT RESIST								ATTACK TYPE RESIST										
EXP	Zehn Min	Zehn Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier			
94	278	347	-	-	-	-	-	-	-50	-	0	0	0	0	0	0	0	Step On			
ITEM DROPS Tri-Heal (10%), Sealing Sunsphere (5%), Relaxing Aroma (3%), Dreamflower Ash (2%), Spirit Bell (1%)																					


	RED HORN	JURAICA - CHAPTER 8	STATS					ELEMENTAL ATTACK					ELEMENTAL RESIST					
			HuntingID	Lvl	MaxHP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy
			72	43	3700	273.24	245	110	50	0	0	0	0	100	100	50	100	100
			STATUS EFFECT RESIST								ATTACK TYPE RESIST							
EXP	Zehn Min	Zehn Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier
110	323	403	-	40	-	-	-	-	-	40	0	40	40	0	0	0	0	Jump
ITEM DROPS Tri-Heal (10%), Thunder Stone (4%), Hellpot Flame (4%), Electric Eel (3%), Smoked Rainbow Newt (2%), Skull Necklace (2%)																		


<div></div> <div>Go OAK</div> <div>JURAICA - CHAPTER 8</div>			STATS					ELEMENTAL ATTACK					ELEMENTAL RESIST					
			HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy
			73	39	3100	273.24	224	110	0	0	0	0	50	50	100	100	100	10
			STATUS EFFECT RESIST								ATTACK TYPE RESIST							
EXP	Zehn Min	Zehn Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier
100	296	370	-	-	-	-	-	-	-	-	0	0	0	0	0	0	0	-
ITEM DROPS Recharge Drink (10%), Max Heal (4%), Wake-Up Drops (3%), Myriad Branch (3%), Diamond (2%)																		


	<div>DARK GIGANT</div> <div>JURAICA - CHAPTER 8</div>				STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST				
					HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy
					74	49	3800	364.32	268	110	0	0	75	0	0	100	100	50	100	100
			STATUS EFFECT RESIST								ATTACK TYPE RESIST									
EXP	Zehn Min	Zehn Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier		
126	371	463	-	-	-	-	-	-	-	-	0	0	0	0	0	0	0	Jump		
ITEM DROPS Tri-Heal (10%), Mirror Unit (10%), Flame God's Stone (4%), Forbidden Add-On (4%), Recharge Drink (4%), Primeval Beef (4%), Dark Onyx (2%)																				

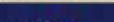
	ANGRY SPIRIT					STATS					ELEMENTAL ATTACK					ELEMENTAL RESIST						
						HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy	
						75	39	3000	200	224	330	100	0	0	0	0	100	0	100	100	100	
JURAICA - CHAPTER 8																						
			STATUS EFFECT RESIST									ATTACK TYPE RESIST										
EXP	Zeln Min	Zeln Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier				
100	293	366	-	-	100	-	-	-	-	-	0	0	0	0	-30	-30	-30	-				
ITEM DROPS Hot Breath (10%), Guardian Sphere (4%), Wake-Up Drops (4%), Spirit Bell (2%), Lapis Lazuli (2%), Divine Protection (2%), Dark Music Box (1%)																						





 <div>RAFFLESIA</div> <div>JURAIKA - CHAPTER 8</div>			STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST					
			HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy	
			76	39	2700	330	224	0	0	0	0	0	0	100	50	100	100	100	
			STATUS EFFECT RESIST								ATTACK TYPE RESIST								
EXP	Zehn Min	Zehn Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier	
100	296	370	-	-	-	-	-	-	-	-	0	0	0	0	0	0	0	-	
ITEM DROPS Sealing Sunsphere (10%), Tri-Heal (4%), Rose of Passion (3%), Dreamflower Ash (3%), Divine Healing (2%), Edensia (1%)																			

	STINGER ASSASSIN		STATS					ELEMENTAL ATTACK					ELEMENTAL RESIST						
			HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy	
			77	40	3200	297	224	0	0	0	0	0	0	100	50	100	100	100	
JURAICA - CHAPTER 8			STATUS EFFECT RESIST								ATTACK TYPE RESIST								
EXP	Zehn Min	Zehn Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier	
101	299	373	-	-	-50	-	-	-	-	-	0	0	0	0	0	0	0	-	
ITEM DROPS Stamina Extract (10%), Max Heal (4%), Ultraspcy Pepper (4%), Myriad Branch (6%), Heal Potion (3%), Hellpot Flame (2%)																			


	CLUB TITAN		JURAICA - CHAPTER 8								STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST				
			HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy								
			78	46	4000	346.5	242	0	0	0	0	0	0	100	100	50	100	100								
			STATUS EFFECT RESIST								ATTACK TYPE RESIST															
EXP	Zehn Min	Zehn Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier								
118	348	435	-	-	-	-	-	-	-	-	0	40	40	0	0	40	0	Jump								
ITEM DROPS Max Heal (10%), Biomemory (4%), Myriad Branch (4%), Dream Mushroom (4%), Spirit Bell (2%)																										


<div></div> <div>MANDORLA</div> <div>JURAICA - CHAPTER 8</div>			STATS					ELEMENTAL ATTACK					ELEMENTAL RESIST						
			HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy	
			79	37	2800	276.21	214	110	0	0	0	0	50	50	100	100	100	100	
			STATUS EFFECT RESIST								ATTACK TYPE RESIST								
EXP	Zehn Min	Zehn Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier	
96	283	353	-	-	-	-	80	-	-	-	0	0	0	0	0	0	0	-	
ITEM DROPS Magic Lipstick (10%), Dream Mushroom (5%), Heal Potion (4%), Rose of Passion (3%), Max Heal (3%), Sealing Sunsphere (2%)																			


	EVIL MONKEY	STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST								
		HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy				
		80	38	3100	297	204	0	0	0	0	0	0	50	100	100	100	100				
JURAICA - CHAPTER 8																					
			STATUS EFFECT RESIST								ATTACK TYPE RESIST										
EXP	Zehn Min	Zehn Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier			
97	287	358	-	-	-50	-	-	-	-	-	0	0	0	0	0	0	0	-			
ITEM DROPS Mellow Banana (10%), Lunar Ribbon (5%), Captain's Sock (3%), Tri-Heal (3%)																					

	WHITE GHOST		STATS					ELEMENTAL ATTACK					ELEMENTAL RESIST							
			HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy		
			81	39	3000	228.69	224	110	0	50	0	0	0	100	100	100	50	100		
JURAIKA - CHAPTER 8			STATUS EFFECT RESIST										ATTACK TYPE RESIST							
EXP	Zehn Min	Zehn Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier		
100	293	366	-	-	-	-	-	-	-	-	0	0	0	0	0	0	0	-		
ITEM DROPS Tri-Charge (10%), Tri-Heal (5%), Myriad Branch (4%), Stamina Extract (3%), Hoho Bird Feather (2%), Tri-Resurrection (2%)																				


MONSTER DATA


 STONE TORTOISE JURAIIKA - CHAPTER 8			STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST				
			HuntingID	Lvl	MaxHP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy
			82	41	3500	276.21	224	110	50	0	0	0	0	100	100	100	100	100
			STATUS EFFECT RESIST								ATTACK TYPE RESIST							
EXP	Zehn Min	Zehn Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier
104	308	385	-	-	40	-	-	-	-	-	0	0	0	0	0	0	0	Shield
ITEM DROPS Max Heal (10%), Sanchez Fruit (4%), Flame God's Stone (3%), Wake-Up Drops (3%), Stamina Extract (2%)																		


 MIMIC JURAIIKA - CHAPTER 8			STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST				
			HuntingID	Lvl	MaxHP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy
			-	99	16000	371.25	446	880	0	0	0	0	10	100	100	100	100	50
			STATUS EFFECT RESIST								ATTACK TYPE RESIST							
EXP	Zehn Min	Zehn Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier
472	1394	1742	40	40	40	40	40	40	40	40	0	0	0	0	40	0	40	-
ITEM DROPS Hunter Coin (100%), Strength Star (10%), Dark Music Box (4%), Max Heal (4%), Lapis Lazuli (3%), Absolute Zero Stone (3%), Diamond (2%)																		

 MAD WITCH JURAIIKA - CHAPTER 8			STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST				
			HuntingID	Lvl	MaxHP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy
			-	99	13830	66	500	330	100	0	100	0	0	100	50	100	100	50
			STATUS EFFECT RESIST								ATTACK TYPE RESIST							
EXP	Zehn Min	Zehn Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier
5027	2100	2100	100	100	100	100	100	100	100	100	40	40	40	40	40	40	40	-
ITEM DROPS Perfect Heal (100%), Omega Star (100%)																		


ZERARD - CHAPTER 4


 LONGARDIAN SOLDIER ZERARD - CHAPTER 4			STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST				
			HuntingID	Lvl	MaxHP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy
			-	99	4000	264	306	0	0	0	0	0	0	100	100	100	100	100
			STATUS EFFECT RESIST								ATTACK TYPE RESIST							
EXP	Zehn Min	Zehn Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier
288	70	70	-	-	-	-	-	-	-	-	-30	40	0	0	0	0	0	-
ITEM DROPS Heal Potion (10%), Electroless (4%), Iron Board (4%), Iron Cube (4%), Max Heal (4%), Elixir (3%)																		


 ROLLER ZERARD - CHAPTER 4			STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST				
			HuntingID	Lvl	MaxHP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy
			23	19	900	78.75	200	0	0	0	0	0	0	100	50	100	100	100
			STATUS EFFECT RESIST								ATTACK TYPE RESIST							
EXP	Zehn Min	Zehn Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier
21	60	75	-	-	-	-	-	-	-	-	0	0	0	0	0	0	0	-
ITEM DROPS Heal Potion (4%), Recharge Drink (3%), Flame God's Stone (3%), Tri-Heal (2%), Resurrection (2%), Hellpot Flame (1%), Firestone (1%)																		


 SLIME ZERARD - CHAPTER 4			STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST				
			HuntingID	Lvl	MaxHP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy
			24	19	950	101	190	0	0	0	0	0	0	100	100	100	100	100
			STATUS EFFECT RESIST								ATTACK TYPE RESIST							
EXP	Zehn Min	Zehn Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier
21	65	81	-	-	-	-	-	-	-	-	40	-30	-30	-30	-30	-30	-30	-
ITEM DROPS Sticky Gum (10%), Relaxing Aroma (4%), Absolute Zero Stone (3%), Snow Crest (3%), Elixir (2%), CO2 Powder (1%)																		





 <div>TARANTULA</div> <div>ZERARD - CHAPTER 4</div>			STATS					ELEMENTAL ATTACK					ELEMENTAL RESIST						
			HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy	
			25	21	1150	97.875	195	38	0	0	50	0	0	100	50	100	100	100	
			STATUS EFFECT RESIST								ATTACK TYPE RESIST								
EXP	Zehn Min	Zehn Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier	
24	69	86	-	-	-	-	-	-	-	-	0	0	0	0	0	0	0	-	
ITEM DROPS Antidote (10%), Hot Breath (4%), Ruby (4%), Smoked Rainbow Newt (4%), Heal Potion (4%), Tri-Heal (3%)																			

<div></div> <div>PETIT POOCH</div> <div>ZERARD - CHAPTER 4</div>			STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST					
			HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy	
			26	17	900	75.375	180	0	0	0	0	0	0	100	100	50	100	100	
			STATUS EFFECT RESIST								ATTACK TYPE RESIST								
EXP	Zehn Min	Zehn Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier	
19	57	71	-	-	-	-	-	-	-	-	0	0	0	0	0	0	0	-	
ITEM DROPS Heal Potion (10%), Iron Cube (4%), Dragon God Skull (6%), Max Heal (2%), Recharge Drink (1%)																			


	LIVID APE		STATS					ELEMENTAL ATTACK					ELEMENTAL RESIST									
			HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy				
			27	21	1150	97.875	200	0	0	0	0	0	0	100	50	100	100	100				
ZERARD - CHAPTER 4																						
			STATUS EFFECT RESIST									ATTACK TYPE RESIST										
EXP	Zehn Min	Zehn Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier				
24	70	87	-	-	-	-	-	-	-	-	0	0	0	0	0	0	0	-				
ITEM DROPS Hot Breath (10%), Mellow Banana (4%), Max Heal (4%), Sanchez Fruit (3%), Ruby (3%), Tri-Heal (2%)																						


	SHADOWMAN		STATS					ELEMENTAL ATTACK					ELEMENTAL RESIST									
			HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy				
			28	19	1000	90	190	38	0	0	0	0	99	100	100	100	100	-50				
ZERARD - CHAPTER 4																						
			STATUS EFFECT RESIST								ATTACK TYPE RESIST											
EXP	Zehn Min	Zehn Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier				
22	64	80	-	-	-	-	-	-	-	-	40	0	0	0	0	0	-30	-				
ITEM DROPS Heal Potion (10%), Paralysis Cure (4%), Max Heal (3%), Relaxing Aroma (3%), Absolute Zero Stone (3%), Medusa's Locks (3%)																						


	SAVAGE DOG		STATS					ELEMENTAL ATTACK					ELEMENTAL RESIST						
			HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy	
			29	19	1000	90	190	0	0	0	0	0	0	50	100	100	100	100	
ZERARD - CHAPTER 4																			
			STATUS EFFECT RESIST								ATTACK TYPE RESIST								
EXP	Zehn Min	Zehn Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier	
22	64	80	-	-	-	-	-	-	-	-	0	0	0	0	0	0	0	-	
ITEM DROPS Stamina Extract (10%), Flame God's Stone (4%), Max Heal (3%), Tri-Heal (3%), Dragon God Skull (2%), Sanchez Fruit (2%)																			


	<div>CROW</div> <div>ZERARD - CHAPTER 4</div>					STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST				
						HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy
						30	19	950	90	200	38	0	0	0	50	0	100	100	100	100	100
			STATUS EFFECT RESIST								ATTACK TYPE RESIST										
EXP	Zehn Min	Zehn Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier			
22	64	80	-	-	-	-	-	-	-	-	0	0	0	0	0	0	0	-			
ITEM DROPS Recharge Drink (10%), Heal Potion (5%), Hoho Bird Feather (5%), Divine Healing (3%), Diamond (3%), Snow Crest (2%)																					


MONSTER DATA

 PROTOBEAST ZERARD - CHAPTER 4			STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST				
			HuntingID	Lvl	MaxHP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy
			31	20	1050	97.875	190	38	0	0	0	0	50	100	100	100	100	100
			STATUS EFFECT RESIST								ATTACK TYPE RESIST							
EXP	Zeln Min	Zeln Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier
23	66	82	-	-	-	-	-	-	-	-	0	0	0	0	0	0	0	-
ITEM DROPS Divine Healing (10%), Dragon God Skull (4%), Resurrection (3%), Max Heal (3%), Ruby (2%), Smoked Rainbow Newt (1%)																		


 NELVORON ZERARD - CHAPTER 4			STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST				
			HuntingID	Lvl	MaxHP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy
			32	21	1100	104.625	210	0	0	0	0	0	0	100	100	50	100	100
			STATUS EFFECT RESIST								ATTACK TYPE RESIST							
EXP	Zeln Min	Zeln Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier
24	71	88	-	-	-	-	-	-	-	-	-10	40	40	0	0	0	0	-
ITEM DROPS Max Heal (10%), Myriad Branch (5%), Hard Candy (4%), Tri-Charge (3%), Resurrection (3%)																		

 PHANTOM TAIL ZERARD - CHAPTER 4			STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST				
			HuntingID	Lvl	MaxHP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy
			33	23	1200	112.5	220	38	0	0	50	0	0	100	100	100	50	100
			STATUS EFFECT RESIST								ATTACK TYPE RESIST							
EXP	Zeln Min	Zeln Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier
26	77	96	-	-	-	-	40	-	-	-	0	0	0	0	0	0	0	-
ITEM DROPS Antidote (10%), Recharge Drink (5%), Perfect Heal (4%), Ruby (3%), Queen Bee Stinger (2%), Medusa's Locks (1%)																		


 MIMIC ZERARD - CHAPTER 4			STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST				
			HuntingID	Lvl	MaxHP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy
			-	99	4800	168.75	385	300	0	0	0	0	10	100	100	100	100	50
			STATUS EFFECT RESIST								ATTACK TYPE RESIST							
EXP	Zeln Min	Zeln Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier
104	308	385	40	40	40	40	40	40	40	40	0	0	0	0	0	0	40	-
ITEM DROPS Hunter Coin (100%), Cursed Mask (10%), Iron Cube (4%), Iron Board (4%), Hellpot Flame (4%), Resurrection (3%), Snow Crest (2%), Heal Potion (1%)																		


 ALEKT ROSENCASTER ZERARD - CHAPTER 4			STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST				
			HuntingID	Lvl	MaxHP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy
			-	99	7500	110	350	300	0	0	15	0	0	100	100	100	100	100
			STATUS EFFECT RESIST								ATTACK TYPE RESIST							
EXP	Zeln Min	Zeln Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier
527	840	840	100	100	100	100	100	100	100	100	0	40	40	40	40	40	40	-
ITEM DROPS Max Heal (100%), Tri-Resurrection (100%)																		


ZERARD - CHAPTER 5


 CLEANER BOB ZERARD - CHAPTER 5			STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST				
			HuntingID	Lvl	MaxHP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy
			34	24	1100	127.5	198	43	0	0	50	0	0	100	100	50	100	100
			STATUS EFFECT RESIST								ATTACK TYPE RESIST							
EXP	Zeln Min	Zeln Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier
34	88	110	-	80	-	-50	100	-	-	-	0	0	0	0	0	0	0	-
ITEM DROPS Iron Cube (10%), Heal Potion (4%), CO2 Powder (3%), Retro Boombox (3%), Carbon Alloy (3%), Strength Star (2%), Diamond (1%)																		





	TYPE-J ZERARD - CHAPTER 5				STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST				
					HuntingID	Lvl	MaxHP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy
					35	24	1100	112.2	220	43	0	0	0	50	0	100	100	50	100	100
			STATUS EFFECT RESIST								ATTACK TYPE RESIST									
EXP	Zehn Min	Zehn Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier		
34	87	108	-	80	-	-50	100	-	-	-	0	0	0	0	0	0	0	-		
ITEM DROPS Premiere Toy Box (10%), Iron Cube (10%), Iron Board (4%), Mirror Unit (3%), Recharge Drink (2%)																				

	YELLOWBOLT				STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST				
					HuntingID	Lvl	MaxHP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy
					36	25	1250	119.85	220	43	0	50	0	0	0	100	100	50	100	100
ZERARD - CHAPTER 5																				
					STATUS EFFECT RESIST						ATTACK TYPE RESIST									
EXP	Zehn Min	Zehn Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier		
36	93	116	-	80	-	-50	100	-	-	-	0	0	0	0	0	0	0	-		
ITEM DROPS Antidote (10%), Heal Potion (4%), Iron Board (4%), Speaker Pod (4%), Retro Boombox (4%), Resurrection (3%), Revolver Alloy (2%), Diamond (1%)																				


	OILDER	ZERARD - CHAPTER 5	STATS					ELEMENTAL ATTACK					ELEMENTAL RESIST						
			HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy	
			37	22	1100	56.1	176	170	75	0	0	0	0	100	100	50	100	100	
			STATUS EFFECT RESIST								ATTACK TYPE RESIST								
EXP	Zehn Min	Zehn Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier	
31	81	101	-	-	-100	-	-	-	-	-	40	-30	-30	-30	-30	-30	-30	-	
ITEM DROPS Lubricant (10%), Max Heal (4%), Recharge Drink (4%), Hot Breath (3%), Hellpot Flame (2%)																			


	SHOCK GEM					STATS					ELEMENTAL ATTACK					ELEMENTAL RESIST									
						HuntingID	Lvl	MaxHP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy				
						38	22	1100	56.1	176	170	0	0	75	0	0	100	100	100	100	100				
ZERARD - CHAPTER 5																									
						STATUS EFFECT RESIST					ATTACK TYPE RESIST														
EXP	Zehn Min	Zehn Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier							
31	81	101	-	-	-	100	-	-	-	-	0	0	0	0	0	0	40	Shield							
ITEM DROPS Mirror Unit (10%), Heal Potion (4%), Tri-Heal (4%), Thunder Stone (3%), Electric Eel (3%), Hard Candy (2%), Nebula Opal (1%)																									


 <div><div>MAX</div><div>ZERARD - CHAPTER 5</div></div>	STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST						
	HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy		
	39	27	1350	135.15	231	43	0	0	50	0	0	100	100	50	100	100		
			STATUS EFFECT RESIST								ATTACK TYPE RESIST							
EXP	Zehn Min	Zehn Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier
39	101	126	-	-	-	-	-	-	-	-	40	-30	-30	-30	-30	-30	-30	-
ITEM DROPS Max Heal (10%), Recharge Drink (4%), Iron Cube (4%), Iron Board (4%), Diamond (3%), Electric Eel (2%)																		


<div></div> <div>GREENBOLT</div> <div>ZERARD - CHAPTER 5</div>			STATS					ELEMENTAL ATTACK					ELEMENTAL RESIST						
			HuntingID	Lvl	MaxHP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy	
			40	25	1250	119.85	220	43	0	50	0	0	0	100	100	50	100	100	
			STATUS EFFECT RESIST								ATTACK TYPE RESIST								
EXP	Zehn Min	Zehn Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier	
36	93	116	-	-	-	-	100	-	-	-	0	0	0	0	0	0	0	-	
ITEM DROPS Recharge Drink (10%), Premiere Toy Box (4%), Iron Cube (4%), Retro Boombox (4%), Speaker Pod (4%), Tri-Heal (3%), Carbon Alloy (2%)																			


MONSTER DATA


<div></div> <div>TYPE-K</div> <div>ZERARD - CHAPTER 5</div>			STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST				
			HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy
			41	28	1650	114.75	242	43	0	0	0	50	0	100	100	50	100	100
			STATUS EFFECT RESIST								ATTACK TYPE RESIST							
EXP	Zeln Min	Zeln Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier
40	104	130	-	80	-	-50	100	-	-	-	0	0	0	0	0	0	0	Shield
ITEM DROPS Tri-Charge (10%), Iron Cube (10%), Iron Board (4%), Max Heal (2%), Revolver Alloy (1%)																		

<div></div> <div><h1>MIMIC</h1><p>ZERARD - CHAPTER 5</p></div>			STATS					ELEMENTAL ATTACK					ELEMENTAL RESIST					
			HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy
			-	99	6000	172.125	385	340	0	0	0	0	10	100	100	100	100	50
			STATUS EFFECT RESIST								ATTACK TYPE RESIST							
EXP	Zeln Min	Zeln Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier
156	403	503	40	40	40	40	40	40	40	40	0	40	40	0	0	0	0	-
ITEM DROPS Hunter Coin (100%), Lapis Lazuli (10%), Diamond (4%), Mirror Unit (4%), Absolute Zero Stone (4%), Lubricant (3%), Max Heal (2%), Heal Potion (1%)																		

	JUPIS ROBOT					STATS					ELEMENTAL ATTACK					ELEMENTAL RESIST								
						HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy			
						-	99	7529	180.2	400	0	75	0	0	0	0	100	100	50	100	100			
ZERARD - CHAPTER 5																								
			STATUS EFFECT RESIST								ATTACK TYPE RESIST													
EXP	Zeln Min	Zeln Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier						
989	630	630	100	100	100	100	100	100	100	100	0	40	40	40	40	40	40	Barrier						
ITEM DROPS None																								


	JUPIS ROBOT DX					STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST				
						HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy
						-	99	8943	162.18	450	128	99	0	0	0	0	100	100	50	100	100
			STATUS EFFECT RESIST								ATTACK TYPE RESIST										
EXP	Zeln Min	Zeln Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier			
1236.25	1330	1330	100	100	100	100	100	100	100	100	0	80	40	40	40	40	40	-			
ITEM DROPS Space Compressor (100%), Moebius Battery (100%)																					


 <div>ATTACK WALKER</div> ZERARD - CHAPTER 5	STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST							
	HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy			
	-	99	7293	164.9	250	0	0	0	0	0	0	100	100	20	100	100			
			STATUS EFFECT RESIST								ATTACK TYPE RESIST								
EXP	Zeln Min	Zeln Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier	
103	210	210	100	80	100	100	100	100	100	100	0	0	0	0	0	0	0	-	
ITEM DROPS None																			


	GUN TOWER			STATS							ELEMENTAL ATTACK					ELEMENTAL RESIST				
				HuntingID	Lvl	MaxHP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy	
				-	99	2000	100.3	200	0	0	0	0	0	0	100	100	20	100	100	
ZERARD - CHAPTER 5																				
			STATUS EFFECT RESIST									ATTACK TYPE RESIST								
EXP	Zeln Min	Zeln Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier		
43	56	56	-	-	-	-	-	-	-	-	-50	0	0	-50	0	-50	0	-		
ITEM DROPS None																				





ZERARD - CHAPTER 8


 <div><div>WILL O' THE WISP</div><div>ZERARD - CHAPTER 8</div></div>			STATS					ELEMENTAL ATTACK					ELEMENTAL RESIST						
			HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy	
			83	33	2500	200	204	220	0	0	75	0	0	100	100	100	100	50	
			STATUS EFFECT RESIST								ATTACK TYPE RESIST								
EXP	Zeln Min	Zeln Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier	
84	246	307	-	-	-	-	-	-	-	-	0	0	0	0	-30	-30	-30	-	
ITEM DROPS Max Heal (10%), Guardian Sphere (4%), Divine Healing (4%), Snow Crest (3%), Medusa's Locks (2%), Queen Bee Stinger (1%)																			

	ANCIENT KNIGHT				STATS					ELEMENTAL ATTACK					ELEMENTAL RESIST									
					HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy				
					84	40	3500	261.36	214	200	0	75	0	0	0	100	100	100	100	50				
ZERARD - CHAPTER 8																								
					STATUS EFFECT RESIST							ATTACK TYPE RESIST												
EXP	Zeln Min	Zeln Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier						
103	303	378	-	-	-	-	100	-	-	-	0	0	0	0	0	0	0	-						
ITEM DROPS Strength Star (10%), Sealing Sunsphere (4%), Tri-Heal (4%), Diamond (3%), Cursed Mask (2%), Resurrection (1%)																								

	<div>DARK BUFFALO</div> <div>ZERARD - CHAPTER 8</div>		STATS					ELEMENTAL ATTACK					ELEMENTAL RESIST						
			HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy	
			85	39	3000	297	224	0	0	0	0	0	0	50	100	100	100	100	
			STATUS EFFECT RESIST								ATTACK TYPE RESIST								
EXP	Zeln Min	Zeln Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier	
100	293	366	-	-	-	-	-	-	-	-	0	0	0	0	0	0	0	-	
ITEM DROPS Yago Milk (10%), Mirror Unit (4%), Hot Breath (4%), Resurrection (4%), Wake-Up Drops (4%), Primeval Beef (3%), Flame God's Stone (2%), Dragon God Skull (2%), Dark Onyx (1%)																			


	RED JELLYMAN		STATS					ELEMENTAL ATTACK					ELEMENTAL RESIST						
			HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy	
			86	35	2800	79.2	204	385	100	0	0	0	50	100	50	100	100	100	
ZERARD - CHAPTER 8			STATUS EFFECT RESIST										ATTACK TYPE RESIST						
EXP	Zeln Min	Zeln Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier	
90	267	333	-	-	100	-	-	-	-	-	0	-30	-30	-30	-30	-30	-30	Barrier	
ITEM DROPS Tri-Heal (10%), Sticky Gum (4%), Ruby (3%), Stamina Extract (3%), Max Heal (2%), Dream Mushroom (2%), Firestone (1%)																			


 <div>ANCIENT BARON ZERARD - CHAPTER 8</div>			STATS					ELEMENTAL ATTACK					ELEMENTAL RESIST						
			HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy	
			87	45	3900	297	245	110	0	0	0	50	50	100	100	100	100	50	
			STATUS EFFECT RESIST								ATTACK TYPE RESIST								
EXP	Zeln Min	Zeln Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier	
115	341	426	-	-	-	-	100	-	-	-	0	0	0	0	0	0	40	-	
ITEM DROPS Guardian Sphere (10%), Divine Protection (4%), Lapis Lazuli (4%), Dark Music Box (3%), Cursed Mask (2%), Resurrection (1%), Edensia (1%)																			


 <div>TYPE-G</div> ZERARD - CHAPTER 8			STATS					ELEMENTAL ATTACK					ELEMENTAL RESIST						
			HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy	
			88	42	3500	313.5	235	0	0	0	0	0	0	100	100	50	100	100	
			STATUS EFFECT RESIST								ATTACK TYPE RESIST								
EXP	Zeln Min	Zeln Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier	
108	318	397	-	80	-	-50	100	-	-	-	0	0	40	40	0	0	0	Shield	
ITEM DROPS Izerium Alloy (10%), Recharge Drink (5%), Lubricant (4%), CO2 Powder (3%), Carbon Alloy (2%), Iron Cube (1%)																			


MONSTER DATA


 PHOBOS ZERARD - CHAPTER 8			STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST				
			HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy
			89	45	3800	330	255	0	0	0	0	0	0	100	100	100	100	100
			STATUS EFFECT RESIST								ATTACK TYPE RESIST							
EXP	Zehn Min	Zehn Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier
116	342	427	-	-	-	-	-	-	-	-	20	90	90	0	0	20	0	Jump
ITEM DROPS Sealing Sunsphere (10%), Divine Protection (10%), Guardian Sphere (4%), Lapis Lazuli (4%), Strength Star (3%), Resurrection (2%)																		

 BAROQUE ZERARD - CHAPTER 8			STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST				
			HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy
			90	48	4200	330	268	0	0	0	0	0	0	100	100	100	100	100
			STATUS EFFECT RESIST								ATTACK TYPE RESIST							
EXP	Zehn Min	Zehn Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier
122	360	450	-	80	-	-50	100	-	-	-	0	0	0	0	0	0	0	Shield
ITEM DROPS Retro Boombox (10%), Tri-Heal (4%), Revolver Alloy (3%), Lubricant (3%), Resurrection (1%)																		


 ANCIENT SWORD ZERARD - CHAPTER 8			STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST				
			HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy
			91	45	3800	311.85	242	132	0	0	0	50	50	100	100	100	100	50
			STATUS EFFECT RESIST								ATTACK TYPE RESIST							
EXP	Zehn Min	Zehn Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier
116	342	427	-	-	-	-	100	-	-	-	0	40	40	0	0	0	0	-
ITEM DROPS Strength Star (10%), Perfect Heal (4%), Sealing Sunsphere (4%), Diamond (3%), Mirror Unit (2%), Resurrection (1%)																		


 REDBOLT ZERARD - CHAPTER 8			STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST				
			HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy
			92	39	2800	267.3	245	110	0	50	0	0	0	100	100	50	100	100
			STATUS EFFECT RESIST								ATTACK TYPE RESIST							
EXP	Zehn Min	Zehn Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier
101	297	371	-	-	-	-	100	-	-	-	40	40	40	0	0	0	0	-
ITEM DROPS Max Heal (10%), Biomemory (4%), Forbidden Add-On (4%), Tri-Charge (3%), Hellpot Flame (2%)																		


 SEVEN PLUS ZERARD - CHAPTER 8			STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST				
			HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy
			93	33	2500	207.9	204	110	0	0	0	50	0	100	100	100	50	100
			STATUS EFFECT RESIST								ATTACK TYPE RESIST							
EXP	Zehn Min	Zehn Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier
84	246	307	-	-	-	-	40	-	-	-	0	0	0	0	0	0	0	-
ITEM DROPS Max Heal (10%), Relaxing Aroma (5%), Tri-Charge (4%), Lapis Lazuli (3%), Smoked Rainbow Newt (2%), Tri-Resurrection (1%)																		


 STEALTH HORNET ZERARD - CHAPTER 8			STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST				
			HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy
			94	35	2800	237.6	204	110	0	0	0	50	0	100	100	100	50	100
			STATUS EFFECT RESIST								ATTACK TYPE RESIST							
EXP	Zehn Min	Zehn Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier
90	267	333	-	-	-	-	40	-	-	-	0	0	0	0	0	0	0	-
ITEM DROPS Queen Bee Stinger (10%), Antidote (5%), Izerium Alloy (4%), Max Heal (3%), Divine Healing (3%), Ruby (2%)																		





 DEATH GOLD ZERARD - CHAPTER 8			STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST				
			HuntingID	Lvl	MaxHP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy
			95	39	3000	267.3	224	110	0	0	0	0	50	50	100	100	100	100
			STATUS EFFECT RESIST								ATTACK TYPE RESIST							
EXP	Zeln Min	Zeln Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier
100	293	366	-	-	-	-	-	-	-	-	0	0	0	0	0	0	0	-
ITEM DROPS Tri-Heal (10%), Myriad Branch (5%), CO2 Powder (4%), Diamond (3%), Max Heal (3%), Dream Mushroom (2%), Hellpot Flame (1%)																		

 DEVIL HAWK ZERARD - CHAPTER 8			STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST				
			HuntingID	Lvl	MaxHP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy
			96	41	3500	267.3	235	110	0	0	0	50	0	100	100	100	100	100
			STATUS EFFECT RESIST								ATTACK TYPE RESIST							
EXP	Zeln Min	Zeln Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier
106	313	391	-	-	-	-	-	-	-	-	0	0	0	0	0	0	0	-
ITEM DROPS Hot Breath (10%), Hoho Bird Feather (5%), Perfect Heal (5%), Flame God's Stone (4%), Recharge Drink (3%), Primeval Beef (2%)																		

 HELL CORPSE ZERARD - CHAPTER 8			STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST				
			HuntingID	Lvl	MaxHP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy
			97	39	3000	207.9	230	220	0	50	0	0	50	100	100	100	100	100
			STATUS EFFECT RESIST								ATTACK TYPE RESIST							
EXP	Zeln Min	Zeln Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier
100	296	370	-	-	-	-	-	-	-	-	0	0	0	0	0	0	0	-
ITEM DROPS Tri-Resurrection (10%), Antidote (5%), Dragon God Skull (4%), Thunder Stone (3%), Dark Music Box (2%)																		


 MIMIC ZERARD - CHAPTER 8			STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST				
			HuntingID	Lvl	MaxHP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy
			-	99	16000	371.25	446	880	0	0	0	0	10	100	100	100	100	50
			STATUS EFFECT RESIST								ATTACK TYPE RESIST							
EXP	Zeln Min	Zeln Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier
472	1394	1742	40	40	40	40	40	40	40	40	0	0	0	0	0	0	40	-
ITEM DROPS Hunter Coin (100%), Mirror Unit (10%), Sealing Sunsphere (4%), Flame God's Stone (4%), Diamond (4%), Carbon Alloy (3%), Lubricant (2%), Stella Crystal (2%), Edensia (1%)																		


 LOGAN ZERARD - CHAPTER 8			STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST				
			HuntingID	Lvl	MaxHP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy
			-	99	15806	150	500	440	100	0	0	0	0	100	50	100	100	50
			STATUS EFFECT RESIST								ATTACK TYPE RESIST							
EXP	Zeln Min	Zeln Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier
5027	1820	1820	100	100	100	100	100	100	100	100	40	40	40	40	40	40	40	-
ITEM DROPS Exclon Shard (100%), Stealth Pills (100%)																		


 GAZEL ZERARD - CHAPTER 8			STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST				
			HuntingID	Lvl	MaxHP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy
			-	99	15132	250	500	220	0	0	0	50	0	100	50	100	50	100
			STATUS EFFECT RESIST								ATTACK TYPE RESIST							
EXP	Zeln Min	Zeln Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier
5027	1820	1820	100	100	80	80	80	80	80	100	40	40	40	40	40	40	40	-
ITEM DROPS Perfect Reviver (100%), Stealth Pills (100%)																		


MONSTER DATA


VEDAN - CHAPTER 6 - MYNA


 ZOMBIE VEDAN - CHAPTER 6 - MYNA			STATS								ELEMENTAL ATTACK						ELEMENTAL RESIST				
			HuntingID	Lvl	MaxHP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy			
			42	28	1600	115.425	230	45	0	25	0	0	50	50	100	100	100	-100			
			STATUS EFFECT RESIST								ATTACK TYPE RESIST										
EXP	Zeln Min	Zeln Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier			
52	134	167	-	-	-50	-	-	-	80	-	0	0	0	0	0	0	0	-			
ITEM DROPS Antidote (10%), Resurrection (4%), Paralysis Cure (4%), Heal Potion (4%), Medusa's Locks (3%), Cursed Mask (2%)																					

 <div>STRAY DOG</div> <div>VEDAN - CHAPTER 6 - MYNA</div>			STATS					ELEMENTAL ATTACK					ELEMENTAL RESIST					
			HuntingID	Lvl	MaxHP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy
			43	26	1500	108	225	45	0	0	0	0	50	50	100	100	100	-100
			STATUS EFFECT RESIST								ATTACK TYPE RESIST							
EXP	Zeln Min	Zeln Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier
48	123	153	-	-	-	-	-	-	-	-	0	0	0	0	0	0	0	-
ITEM DROPS Heal Potion (10%), Primeval Beef (4%), Stamina Extract (4%), Hot Breath (4%), Yago Milk (4%), Dragon God Skull (2%)																		


 FROGMAN VEDAN - CHAPTER 6 - MYNA			STATS					ELEMENTAL ATTACK					ELEMENTAL RESIST					
			HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy
			44	27	1600	121.5	230	45	0	0	50	0	0	100	100	50	100	100
			STATUS EFFECT RESIST								ATTACK TYPE RESIST							
EXP	Zeln Min	Zeln Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier
51	132	165	-	-	-	-	-	-	-	-	0	0	0	0	0	0	0	-
ITEM DROPS Hard Candy (10%), Recharge Drink (4%), Elixir (3%), Stella Crystal (3%), Smoked Rainbow Newt (2%), Dark Onyx (1%)																		


			JELLYMAN VEDAN - CHAPTER 6 - MYNA			STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST				
						HuntingID	Lvl	MaxHP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy
						45	27	1600	97.2	230	90	0	99	0	0	0	0	100	50	100	50
			STATUS EFFECT RESIST								ATTACK TYPE RESIST										
EXP	Zeln Min	Zeln Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier			
51	132	165	-	-	-	-	-	-	100	-	40	0	0	0	-30	-30	-30	Barrier			
ITEM DROPS Sticky Gum (10%), Heal Potion (4%), Absolute Zero Stone (3%), Diamond (2%), CO2 Powder (2%), Electroless (1%)																					


	<div>JUNK PHANTOM</div> <div>VEDAN - CHAPTER 6 - MYNA</div>					STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST						
						HuntingID	Lvl	MaxHP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy		
						46	30	1800	135	240	45	50	0	0	0	0	100	100	100	0	100		
			STATUS EFFECT RESIST								ATTACK TYPE RESIST												
EXP	Zeln Min	Zeln Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier					
56	144	180	-	80	-	-50	100	-	-	-	0	0	0	0	0	0	0	Shield					
ITEM DROPS																			Retro Boombox (10%), Heal Potion (4%), O3 CPU (3%), Speaker Pod (3%), Resurrection (5%), Lubricant (3%), Nebula Opal (1%)				


 <div>GIGABIRD</div> <div>VEDAN - CHAPTER 6 - MYNA</div>			STATS					ELEMENTAL ATTACK					ELEMENTAL RESIST						
			HuntingID	Lvl	MaxHP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy	
			47	29	1700	128.25	240	45	0	0	50	0	0	100	100	100	0	100	
			STATUS EFFECT RESIST								ATTACK TYPE RESIST								
EXP	Zeln Min	Zeln Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier	
54	139	173	-	80	-	-50	100	-	-	-	0	0	0	0	0	0	0	-	
ITEM DROPS																			Heal Potion (10%), Military-Grade Battery (4%), Speaker Pod (4%), Mirror Unit (4%), Thunder Stone (4%), Hoho Bird Feather (3%), Iron Board (2%), Iron Cube (2%), Seventhmoon (1%)





	DEATH CROW				STATS						ELEMENTAL ATTACK						ELEMENTAL RESIST				
					HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy	
					48	29	1650	121.5	230	45	0	0	0	25	50	100	100	100	100	-50	
			STATUS EFFECT RESIST								ATTACK TYPE RESIST										
EXP	Zehn Min	Zehn Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier			
54	138	172	-	-	-	-	-	-	-	-	0	0	0	0	0	0	0	-			
ITEM DROPS Relaxing Aroma (10%), Captain's Sock (4%), Tri-Heal (4%), Resurrection (3%), Stella Crystal (2%), Primeval Beef (2%), Seventhmoon (1%)																					

	STEEL CHILD		STATS					ELEMENTAL ATTACK					ELEMENTAL RESIST							
			HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy		
			49	28	1650	121.5	230	45	0	0	0	0	50	100	100	0	100	100		
VEDAN - CHAPTER 6 - MYNA			STATUS EFFECT RESIST										ATTACK TYPE RESIST							
EXP	Zehn Min	Zehn Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier		
52	133	166	-	-	-	-	-	-	-	-	0	0	0	0	0	0	0	-		
ITEM DROPS Iron Cube (10%), Diamond (4%), Lapis Lazuli (3%), Max Heal (2%), Spirit Bell (1%)																				

 <div>DUSTBOX</div> <div>VEDAN - CHAPTER 6 - MYNA</div>			STATS					ELEMENTAL ATTACK					ELEMENTAL RESIST						
			HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy	
			-	99	7200	182.25	420	360	0	0	0	0	10	100	100	100	100	0	
			STATUS EFFECT RESIST								ATTACK TYPE RESIST								
EXP	Zehn Min	Zehn Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier	
224	576	720	40	40	100	40	40	40	40	40	0	0	0	0	0	0	40	-	
ITEM DROPS Hunter Coin (100%), Iron Cube (10%), Heal Potion (4%), Speaker Pod (4%), O3 CPU (4%), Captain's Sock (3%), Hellpot Flame (2%), Mirror Unit (2%)																			


 <div>HITMAN</div> <div>VEDAN - CHAPTER 6 - MYNA</div>			STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST					
			HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy	
			-	25	1400	114.75	220	0	0	0	0	0	0	50	100	100	100	100	
			STATUS EFFECT RESIST								ATTACK TYPE RESIST								
EXP	Zehn Min	Zehn Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier	
47	122	152	-	-	-	-	-	-	-	-	0	10	10	0	0	0	-10	-	
ITEM DROPS Recharge Drink (10%), Paralysis Cure (4%), Heal Potion (4%), Antidote (3%), Diamond (3%), Resurrection (2%)																			


 <div>HITMAN</div> <div>VEDAN - CHAPTER 6 - MYNA</div>			STATS					ELEMENTAL ATTACK					ELEMENTAL RESIST						
			HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy	
			-	26	1400	114.75	230	0	0	0	0	0	0	100	50	100	100	100	
			STATUS EFFECT RESIST								ATTACK TYPE RESIST								
EXP	Zehn Min	Zehn Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier	
47	124	155	-	-	-	-	-	-	-	-	0	10	10	0	0	0	-10	-	
ITEM DROPS Heal Potion (10%), Electroless (4%), Hot Breath (4%), Ruby (3%), Dream Mushroom (3%), Strength Star (2%)																			


 <div>HITMAN</div> <div>VEDAN - CHAPTER 6 - MYNA</div>			STATS					ELEMENTAL ATTACK					ELEMENTAL RESIST						
			HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy	
			-	26	1400	114.75	230	0	0	0	0	0	0	100	100	50	100	100	
			STATUS EFFECT RESIST								ATTACK TYPE RESIST								
EXP	Zehn Min	Zehn Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier	
47	124	155	-	-	-	-	-	-	-	-	0	10	10	0	0	0	-10	-	
ITEM DROPS Divine Healing (10%), Heal Potion (4%), Relaxing Aroma (4%), Lapis Lazuli (3%), Dreamflower Ash (3%), Guardian Sphere (2%)																			


MONSTER DATA


VEDAN - CHAPTER 6 - MINE


 <div>VOLCANO VEDAN - CHAPTER 6 - MINE</div>					STATS						ELEMENTAL ATTACK						ELEMENTAL RESIST			
					HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy
					50	33	2625	151.8	245	55	75	0	0	0	0	100	50	100	100	100
					STATUS EFFECT RESIST						ATTACK TYPE RESIST									
EXP	Zehn Min	Zehn Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier		
79	202	252	-	-	100	-	-	-	-50	-	0	90	90	0	0	0	0	Jump		
ITEM DROPS Recharge Drink (10%), Max Heal (4%), Alluring Lamp (4%), Ruby (3%), Flame God's Stone (3%), Hellpot Flame (2%), Firestone (2%), Resurrection (1%)																				

	MOLEMAN					STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST				
						HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy
						51	27	1800	123.75	235	0	0	0	0	0	0	50	100	100	100	100
			STATUS EFFECT RESIST								ATTACK TYPE RESIST										
EXP	Zehn Min	Zehn Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier			
65	165	206	-	-	-	-	-	-	-	-	0	0	0	0	0	0	0	-			
ITEM DROPS Alluring Lamp (10%), Hot Breath (4%), Heal Potion (3%), Carbon Alloy (2%), Smoked Rainbow Newt (2%)																					


	<div>SHELLKNIGHT</div> <div>VEDAN · CHAPTER 6 · MINE</div>					STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST				
						HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy
						52	31	2200	145.2	257	55	0	0	0	0	0	100	50	100	100	100
			STATUS EFFECT RESIST								ATTACK TYPE RESIST										
EXP	Zehn Min	Zehn Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier			
75	191	238	-	-	-	-	-	-	-	-	0	0	0	0	0	0	0	Shield			
ITEM DROPS CO2 Powder (10%), Heal Potion (4%), Recharge Drink (3%), Elixir (3%), Hellpot Flame (3%), Stamina Extract (2%), Firestone (1%)																					


 <div><div>UNDEAD BANDIT</div><div>VEDAN · CHAPTER 6 · MINE</div></div>	STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST						
	HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy		
	53	32	2300	158.4	245	55	0	0	0	0	0	100	100	50	100	100		
			STATUS EFFECT RESIST								ATTACK TYPE RESIST							
EXP	Zehn Min	Zehn Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier
77	196	245	-	-	-	-	-	-	-	40	0	90	90	0	0	0	0	Jump
ITEM DROPS Hot Breath (10%), Max Heal (4%), Primeval Beef (3%), Resurrection (3%), Myriad Branch (2%), Smoked Rainbow Newt (2%), Dreamflower Ash (2%)																		


 KILLER MOUNTAIN VEDAN · CHAPTER 6 · MINE						STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST				
						HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy
						54	36	2750	173.25	270	55	75	0	0	0	0	100	0	100	100	100
			STATUS EFFECT RESIST								ATTACK TYPE RESIST										
EXP	Zehn Min	Zehn Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier			
87	221	276	-	-	100	-	-	-	-	-	0	90	90	0	0	0	0	Jump			
ITEM DROPS Heal Potion (10%), Stamina Extract (4%), Recharge Drink (4%), Hot Breath (3%), Resurrection (2%), Firestone (1%)																					


 <div>HYPHER</div> <div>VEDAN - CHAPTER 6 - MINE</div>	STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST						
	HuntingID	Lvl	MaxHP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy		
	55	28	1800	130.68	235	55	0	25	0	0	50	100	100	100	100	0		
			STATUS EFFECT RESIST								ATTACK TYPE RESIST							
EXP	Zeln Min	Zeln Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier
68	174	217	-	-	-50	-	-	-	-	-	0	0	0	0	0	0	0	-
ITEM DROPS Relaxing Aroma (10%), Resurrection (4%), Max Heal (3%), Premiere Toy Box (3%), Ruby (3%), Thunder Stone (2%), Medusa's Locks (2%)																		





<div></div> <div><div>GHOST ANIMAL</div><div>VEDAN - CHAPTER 6 - MINE</div></div>			STATS					ELEMENTAL ATTACK					ELEMENTAL RESIST					
			HuntingID	Lvl	MaxHP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy
			56	25	1700	111.375	216	55	0	25	0	0	50	100	100	100	100	50
			STATUS EFFECT RESIST								ATTACK TYPE RESIST							
EXP	Zehn Min	Zehn Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier
62	157	196	-	-	-	-	-	-	-	-	0	0	0	0	0	0	0	-
ITEM DROPS Primeval Beef (10%), Max Heal (5%), Heal Potion (4%), Dragon God Skull (3%), Resurrection (2%), Recharge Drink (1%)																		

	GLARING CLAW		STATS								ELEMENTAL ATTACK					ELEMENTAL RESIST					
			HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy			
			57	26	1800	130.35	216	55	0	0	0	50	0	100	100	100	50	100			
VEDAN - CHAPTER 6 - MINE			STATUS EFFECT RESIST										ATTACK TYPE RESIST								
EXP	Zehn Min	Zehn Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier			
64	162	202	-	-	-	-	-	-	-	-	0	0	0	0	0	0	0	-			
ITEM DROPS Sticky Gum (10%), Tri-Charge (5%), Cumulus Pendant (4%), Max Heal (2%)																					


 <div>MIMIC</div> <div>VEDAN - CHAPTER 6 - MINE</div>	STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST							
	HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy			
	-	99	10000	222.75	429	440	0	0	0	0	10	100	100	100	100	50			
			STATUS EFFECT RESIST								ATTACK TYPE RESIST								
EXP	Zehn Min	Zehn Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier	
320	817	1021	40	40	100	40	40	40	40	40	0	0	0	0	0	0	40	-	
ITEM DROPS Hunter Coin (100%), Alluring Lamp (50%), Stella Crystal (10%), Military-Grade Battery (4%), Premiere Toy Box (4%), Tri-Heal (4%), Resurrection (3%), Firestone (2%), Lapis Lazuli (1%)																			

	EARLY MODEL DRILL RIG				STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST				
					HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy
					-	99	10086	152.46	500	110	0	0	75	0	0	100	100	75	100	100
VEDAN - CHAPTER 6 - MINE																				
			STATUS EFFECT RESIST								ATTACK TYPE RESIST									
EXP	Zehn Min	Zehn Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier		
3012	1400	1400	100	100	80	80	100	100	100	100	0	40	40	0	40	40	40	-		
ITEM DROPS Perfect Heal (100%), Perfect Reviver (100%), Tri-Elixir (100%)																				


 <div><div>RIG: RIGHT HAND</div><div>VEDAN - CHAPTER 6 - MINE</div></div>	STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST							
	HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy			
	-	99	5043	149.6	400	0	0	0	0	0	0	100	100	75	100	100			
		STATUS EFFECT RESIST										ATTACK TYPE RESIST							
EXP	Zehn Min	Zehn Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier	
0	0	0	100	100	80	100	100	100	100	100	0	0	40	0	40	40	0	-	
ITEM DROPS None																			


	<div>RIG: LEFT HAND</div> <div>VEDAN - CHAPTER 6 - MINE</div>		STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST						
			HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy		
			-	99	5043	149.6	400	0	0	0	0	0	0	100	100	75	100	100		
			STATUS EFFECT RESIST									ATTACK TYPE RESIST								
EXP	Zehn Min	Zehn Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier		
0	0	0	100	100	80	100	100	100	100	100	0	0	40	0	40	40	0	-		
ITEM DROPS None																				


MONSTER DATA


 GALE VEDAN - CHAPTER 6 - MINE			STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST				
			HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy
			-	99	10340	97.24	400	110	99	0	0	0	0	100	100	100	100	100
			STATUS EFFECT RESIST								ATTACK TYPE RESIST							
EXP	Zeln Min	Zeln Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier
1000	630	630	80	100	80	80	80	80	80	80	0	40	0	0	0	-50	0	-
ITEM DROPS None																		


VEDAN - CHAPTER 8

 GREAT RAIDEN VEDAN - CHAPTER 8			STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST				
			HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy
			98	46	4000	297	255	110	0	0	75	0	0	100	100	100	100	100
			STATUS EFFECT RESIST								ATTACK TYPE RESIST							
EXP	Zeln Min	Zeln Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier
118	348	435	-	-	-	-	-	-	-	40	0	40	40	0	0	0	0	Jump
ITEM DROPS Divine Protection (10%), Dark Music Box (4%), Lapis Lazuli (4%), Strength Star (3%), Cursed Mask (3%), Resurrection (2%), Skull Necklace (1%)																		


 DARK KONG VEDAN - CHAPTER 8			STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST				
			HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy
			99	41	3500	297	235	0	0	0	0	0	0	100	50	100	100	100
			STATUS EFFECT RESIST								ATTACK TYPE RESIST							
EXP	Zeln Min	Zeln Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier
106	313	391	-	-	-	-	-	-	-	-	0	0	0	0	0	0	0	-
ITEM DROPS Max Heal (10%), Captain's Sock (4%), Mellow Banana (4%), Sealing Sunsphere (4%), Primeval Beef (3%), Absolute Zero Stone (2%), Dark Onyx (1%)																		


 METALMAN VEDAN - CHAPTER 8			STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST				
			HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy
			100	34	2500	79.2	204	550	100	0	0	0	0	100	100	0	100	100
			STATUS EFFECT RESIST								ATTACK TYPE RESIST							
EXP	Zeln Min	Zeln Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier
88	258	322	-	-	100	-	-	-	-	-	40	-30	-30	-30	-30	-30	-30	-
ITEM DROPS Izerium Alloy (10%), Iron Cube (4%), Tri-Heal (4%), Resurrection (3%), Forbidden Add-On (2%), Iron Board (2%), Nebula Opal (1%)																		


 ICE SLIME VEDAN - CHAPTER 8			STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST				
			HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy
			101	34	2500	79.2	204	550	0	100	0	0	0	0	100	100	100	100
			STATUS EFFECT RESIST								ATTACK TYPE RESIST							
EXP	Zeln Min	Zeln Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier
88	258	322	-	-	-	-	-	-	100	-	40	-30	-30	-30	-30	-30	-30	Shield
ITEM DROPS Mirror Unit (10%), Sticky Gum (4%), Max Heal (4%), Absolute Zero Stone (4%), Snow Crest (4%), Relaxing Aroma (2%), Dark Onyx (1%)																		

 LAPIS VEDAN - CHAPTER 8			STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST				
			HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy
			102	40	3200	297	235	0	0	0	0	0	0	100	100	100	100	100
			STATUS EFFECT RESIST								ATTACK TYPE RESIST							
EXP	Zeln Min	Zeln Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier
103	304	380	-	-	-	-	-	-	-	-	0	0	0	0	0	0	0	-
ITEM DROPS Relaxing Aroma (10%), Lapis Lazuli (4%), Lunar Ribbon (4%), Max Heal (4%), Tri-Heal (4%), Diamond (3%), Dreamflower Ash (2%)																		




 <div>VEDABIRD</div> <div>VEDAN - CHAPTER 8</div>			STATS					ELEMENTAL ATTACK					ELEMENTAL RESIST						
			HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy	
			103	43	3800	282.15	245	110	0	0	0	50	0	100	100	100	50	100	
			STATUS EFFECT RESIST								ATTACK TYPE RESIST								
EXP	Zehn Min	Zehn Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier	
111	326	407	-	80	-	-50	100	-	-	-	0	0	0	0	0	0	0	-	
ITEM DROPS Tri-Heal (10%), Biomemory (4%), Forbidden Add-On (4%), Thunder Stone (3%), Flame God's Stone (2%), Nebuladon Egg (2%), Seventhmoon (1%)																			


	KILLER WIND				STATS					ELEMENTAL ATTACK					ELEMENTAL RESIST									
					HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy				
					104	33	2500	200	204	220	0	0	0	99	0	100	100	100	100	100				
VEDAN - CHAPTER 8																								
			STATUS EFFECT RESIST								ATTACK TYPE RESIST													
EXP	Zehn Min	Zehn Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier						
84	246	307	-	-	-	-	-	80	-	-	40	-30	-30	-30	-30	-30	-30	-						
ITEM DROPS Hot Breath (10%), Max Heal (4%), Recharge Drink (4%), Tri-Heal (4%), Seventhmoon (3%), Strength Star (2%), Heal Potion (1%)																								


	WISE STUMP		STATS					ELEMENTAL ATTACK					ELEMENTAL RESIST					
			HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy
			105	34	2500	264	204	0	0	0	0	0	0	100	100	100	100	50

			STATUS EFFECT RESIST								ATTACK TYPE RESIST								
EXP	Zehn Min	Zehn Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier	
84	258	322	-	-	-	-	-	-	-	-	0	0	0	0	0	0	0	-	

ITEM DROPS Sealing Sunsphere (10%), Hellpot Flame (3%), Diamond (3%), Myriad Branch (2%), Stella Crystal (1%)


	RED STRAP		STATS					ELEMENTAL ATTACK					ELEMENTAL RESIST									
			HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy				
			106	42	3800	282.15	235	110	50	0	0	0	0	50	100	100	100	100				
VEDAN - CHAPTER 8																						
			STATUS EFFECT RESIST								ATTACK TYPE RESIST											
EXP	Zehn Min	Zehn Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier				
109	321	401	-	-	-	-	-	-	-	-	0	0	0	0	0	0	0	-				
ITEM DROPS Antidote (10%), Medusa's Locks (4%), Biomemory (3%), Thunder Stone (2%), Paralysis Cure (1%)																						


	MIMIC		VEDAN - CHAPTER 8		STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST				
					HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy
					-	99	16000	363	446	880	0	0	0	0	10	100	100	100	100	50
			STATUS EFFECT RESIST								ATTACK TYPE RESIST									
EXP	Zehn Min	Zehn Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier		
472	1394	1742	40	40	100	40	40	40	40	40	0	0	0	0	0	0	40	-		
ITEM DROPS Hunter Coin (100%), Diamond (10%), Sealing Sunsphere (4%), Absolute Zero Stone (4%), Dark Onyx (3%), Max Heal (2%), Premiere Toy Box (1%), O3 CPU (1%)																				


	ASSAULT WALKER				STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST				
					HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy
					-	99	6500	330	357	0	0	0	0	0	0	100	100	0	100	100
		STATUS EFFECT RESIST										ATTACK TYPE RESIST								
EXP	Zehn Min	Zehn Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier		
576	348	348	-	80	-	-50	100	-	-	40	0	40	40	0	0	0	0	Barrier		
ITEM DROPS Chameleon Particulate (10%), Energy Charger (5%), Recharge Drink (4%), Heal Potion (3%), Electroless (2%), CO2 Powder (1%)																				


MONSTER DATA


MARIGLENN - CHAPTER 11

 MONKEY MARIGLENN - CHAPTER 11			STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST					
			HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy	
			127	46	4160	288	264	0	0	0	0	0	0	0	100	100	100	100	
			STATUS EFFECT RESIST									ATTACK TYPE RESIST							
EXP	Zehn Min	Zehn Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier	
336	471	588	-	-	-	-	-	-	-	-	0	0	0	0	0	0	0	-	
ITEM DROPS Mellow Banana (10%), Max Heal (4%), Trumpet of Glory (4%), Resurrection (3%), Tri-Heal (3%), Lucky Clover (2%)																			

 FLAMMY MARIGLENN - CHAPTER 11			STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST				
			HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy
			128	52	4680	291.6	297	150	0	0	0	50	0	100	100	0	100	100
			STATUS EFFECT RESIST								ATTACK TYPE RESIST							
EXP	Zehn Min	Zehn Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier
378	530	662	-	-	-	-	-	-	-	-	0	-10	-10	0	0	0	0	-
ITEM DROPS Tri-Charge (10%), Perfect Heal (4%), Lucky Clover (4%), Recharge Drink (3%), Tri-Resurrection (2%), Edensia (1%)																		

 CLUMPY JR. MARIGLENN - CHAPTER 11			STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST					
			HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy	
			129	54	4940	291.6	314	150	0	0	0	50	0	50	0	100	100	100	
			STATUS EFFECT RESIST									ATTACK TYPE RESIST							
EXP	Zehn Min	Zehn Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier	
392	550	687	40	40	40	40	40	40	40	40	0	0	0	0	0	0	0	-	
ITEM DROPS Lucky Clover (50%), Ruby (4%), Elixir (4%), Perfect Heal (4%), Edensia (3%), Myriad Branch (2%), Cyclonic Pump (2%)																			

	<h1>WATER WYRM</h1> <p>MARIGLENN - CHAPTER 11</p>					STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST				
						HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy
						130	58	5720	324	297	210	50	0	0	0	50	0	100	100	100	50
			STATUS EFFECT RESIST								ATTACK TYPE RESIST										
EXP	Zehn Min	Zehn Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier			
420	589	736	-	-	-	-	-	-	-	-	0	0	0	0	0	0	0	-			
ITEM DROPS Max Heal (10%), Paralysis Cure (4%), Electric Eel (4%), Mermaid's Scale (4%), Absolute Zero Stone (3%), Tri-Heal (2%)																					


	<div><div>DARK CONDOR</div><div>MARIGLENN - CHAPTER 11</div></div>	STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST						
		HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy		
		131	57	4680	360	347	150	0	0	0	50	0	50	100	100	50	100		
		STATUS EFFECT RESIST										ATTACK TYPE RESIST							
EXP	Zehn Min	Zehn Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier	
413	579	723	-	-	-	-	-	-	-	-	0	0	0	0	0	0	0	-	
ITEM DROPS Hoho Bird Feather (10%), Perfect Heal (4%), Resurrection (4%), Seventhmoon (4%), Tri-Resurrection (3%), Dark Onyx (1%)																			


<div></div> <div><div>AURORA SLIME</div><div>MARIGLENN - CHAPTER 11</div></div>			STATS					ELEMENTAL ATTACK					ELEMENTAL RESIST							
			HuntingID	Lvl	MaxHP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy		
			132	52	5200	162	264	450	0	0	0	99	0	100	100	100	100	0		
			STATUS EFFECT RESIST									ATTACK TYPE RESIST								
EXP	Zeln Min	Zeln Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier		
378	530	662	-	40	-	-	-	-	-	-	40	0	0	0	-10	-10	-10	-		
ITEM DROPS Perfect Heal (10%), Mermaid's Scale (6%), Tri-Charge (4%), Diamond (4%), Hard Candy (3%)																				


OFFICIAL ROGUE GALAXY


STRATEGY GUIDE





	<div>SILVER BEE</div> <div>MARGLENN - CHAPTER 11</div>					STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST				
						HuntingID	Lvl	MaxHP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy
						133	48	4680	259.2	264	150	0	0	0	50	0	100	100	50	0	100
			STATUS EFFECT RESIST								ATTACK TYPE RESIST										
EXP	Zeln Min	Zeln Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier			
350	491	613	-	-	-	-	100	-	-	-	0	-30	-30	0	0	0	0	-			
ITEM DROPS Antidote (10%), Queen Bee Stinger (4%), Silver Bangle (3%), Divine Protection (2%), Lapis Lazuli (2%)																					

	<div>DARK APE</div> <div>MARGLENN - CHAPTER 11</div>				STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST				
					HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy
					134	54	5200	288	330	0	0	0	0	0	0	100	100	100	100	0
					STATUS EFFECT RESIST						ATTACK TYPE RESIST									
EXP	Zeln Min	Zeln Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier		
392	550	687	-	-	-	-	-	-	-	-	0	0	0	0	0	0	0	-		
ITEM DROPS Mellow Banana (10%), Perfect Heal (4%), Lucky Clover (2%), Cyclonic Pump (2%), Flame God's Stone (2%)																				

 <div>BABYLO</div> <div>MARIGLENN - CHAPTER 11</div>			STATS					ELEMENTAL ATTACK					ELEMENTAL RESIST							
			HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy		
			135	58	5200	314.28	363	150	0	0	50	0	0	100	100	100	100	50		
			STATUS EFFECT RESIST								ATTACK TYPE RESIST									
EXP	Zeln Min	Zeln Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier		
420	589	736	-	-	-	-	-	-	-	-	0	0	0	0	0	0	0	-		
ITEM DROPS Max Heal (10%), Strength Star (4%), Divine Protection (4%), Magic Lipstick (3%), Rose of Passion (2%)																				


 <div>PHANTOM</div> <div>MARGLENN - CHAPTER 11</div>				STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST					
				HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy	
				136	54	4680	108	297	450	0	0	0	99	0	100	50	100	100	50	
				STATUS EFFECT RESIST							ATTACK TYPE RESIST									
EXP	Zeln Min	Zeln Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier		
392	550	687	-	-	-	-	-	-	-	-	0	40	40	0	-20	-20	-20	Shield		
ITEM DROPS Elixir (10%), Divine Healing (4%), Tri-Resurrection (4%), Dreamflower Ash (4%), Mirror Unit (3%), Perfect Heal (2%), Crystal Staff (1%)																				


<div></div> <div>MIMIC</div> <div>MARIGLENN - CHAPTER 11</div>			STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST						
			HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy		
			-	99	20800	405	578	1200	0	0	0	0	10	100	100	100	100	100		
			STATUS EFFECT RESIST								ATTACK TYPE RESIST									
EXP	Zeln Min	Zeln Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier		
1680	2357	2946	40	40	40	40	40	40	40	40	0	0	0	0	0	0	40	-		
ITEM DROPS Hunter Coin (100%), Alluring Lamp (10%), Sealing Sunsphere (4%), Ruby (4%), Lapis Lazuli (4%), Dreamflower Ash (3%)																				


	BEAST ALBIOTH MARIGLENN · CHAPTER 11				STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST				
					HuntingID	Lvl	MaxHP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy
					-	99	35000	374.4	1200	150	0	75	0	75	0	50	100	100	100	50
				STATUS EFFECT RESIST							ATTACK TYPE RESIST									
EXP	Zeln Min	Zeln Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier		
21268	0	0	100	100	100	100	100	100	100	100	0	40	40	40	40	40	40	-		
ITEM DROPS Perfect Elixir (100%), Tri-Charge (100%)																				


MONSTER DATA


MARIGLENN - CHAPTER 12


			<h1>MANTICORE</h1> <p>MARIGLENN - CHAPTER 12</p>			STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST				
						HuntingID	Lvl	MaxHP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy
						137	57	6960	353.28	272	160	0	0	0	0	50	100	100	100	100	100
			STATUS EFFECT RESIST										ATTACK TYPE RESIST								
EXP	Zehn Min	Zehn Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier			
545	648	810	-	-	-	-	-	-	-	-	10	0	0	0	0	0	0	-			
ITEM DROPS Elixir (10%), Max Heal (4%), Dreamflower Ash (4%), Spirit Bell (3%), Edensia (1%)																					

			STATS					ELEMENTAL ATTACK					ELEMENTAL RESIST									
			HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy				
			138	52	5220	335.616	306	160	0	0	0	0	50	100	100	100	100	0				
MARIGLENN - CHAPTER 12																						
			STATUS EFFECT RESIST								ATTACK TYPE RESIST											
EXP	Zehn Min	Zehn Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier				
500	594	742	-	-	-	-	-	-	-	-	0	0	0	0	30	30	30	-				
ITEM DROPS Tri-Charge (10%), Trumpet of Glory (4%), Perfect Heal (4%), Cyclonic Pump (4%), Crystal Staff (3%), Dreamflower Ash (3%), Tri-Resurrection (2%)																						


 <div>HECATON</div> <div>MARIGLENN - CHAPTER 12</div>			STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST				
			HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy
			139	55	5500	335.616	335	160	0	0	0	0	50	100	100	100	100	100
			STATUS EFFECT RESIST								ATTACK TYPE RESIST							
EXP	Zehn Min	Zehn Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier
524	623	778	-	-	-	-	-	-	-	-	-30	-20	-20	0	0	0	0	-
ITEM DROPS Hellpot Flame (10%), Hot Breath (4%), Ruby (4%), Max Heal (3%), Tri-Resurrection (2%), Hard Candy (1%)																		


	<h1>SOLON</h1>	STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST						
		HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy		
		140	58	5800	255.36	374	192	100	0	0	0	0	100	-100	100	50	100		
MARIGLENN - CHAPTER 12		STATUS EFFECT RESIST										ATTACK TYPE RESIST							
EXP	Zehn Min	Zehn Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier	
554	659	823	-	-	-	-	-	-	-	-	0	0	0	0	0	0	0	-	
ITEM DROPS Max Heal (10%), Snow Crest (3%), Mermaid's Scale (3%), Edensia (2%), Tri-Heal (2%), Ruby (1%)																			


			STATS					ELEMENTAL ATTACK					ELEMENTAL RESIST							
			HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy		
			141	52	5220	145.92	306	400	0	0	0	0	100	100	100	100	100	50		
MARIGLENN - CHAPTER 12																				
			STATUS EFFECT RESIST									ATTACK TYPE RESIST								
EXP	Zehn Min	Zehn Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier		
500	594	742	-	-	100	100	-	-	100	-	-30	0	0	0	30	30	30	-		
ITEM DROPS Tri-Charge (10%), Ruby (4%), Perfect Heal (4%), Crystal Staff (4%), Elixir (2%)																				


			MARIGLENN - CHAPTER 12			STATS					ELEMENTAL ATTACK					ELEMENTAL RESIST					
						HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy
						142	59	5800	384	374	0	0	0	0	0	0	100	100	100	100	50
			STATUS EFFECT RESIST								ATTACK TYPE RESIST										
EXP	Zeln Min	Zeln Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier			
554	669	836	-	-	-	-	-	-	-	-	-20	0	0	0	0	0	0	Jump			
ITEM DROPS Tri-Heal (10%), Lapis Lazuli (4%), Max Heal (4%), Divine Healing (2%), Tri-Resurrection (2%), Cyclonic Pump (2%)																					




	BLIZZARD MARIGLENN - CHAPTER 12				STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST				
					HuntingID	Lvl	MaxHP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy
					143	52	5220	200	306	320	0	100	0	0	0	-100	100	100	100	100
			STATUS EFFECT RESIST								ATTACK TYPE RESIST									
EXP	Zeln Min	Zeln Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier		
500	594	742	-	-	-	-	-	-	100	-	0	0	0	0	0	0	0	-		
ITEM DROPS Absolute Zero Stone (10%), Snow Crest (4%), Perfect Heal (3%), Dark Onyx (2%)																				


	DEVIL MARIGLENN - CHAPTER 12				STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST				
					HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy
					144	54	5510	145.92	323	416	0	0	0	0	100	100	100	100	100	-100
			STATUS EFFECT RESIST								ATTACK TYPE RESIST									
EXP	Zeln Min	Zeln Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier		
518	615	768	-	-	-	-	-	-	-	-	0	-30	-30	0	-40	-40	-40	Barrier		
ITEM DROPS Dragon God Skull (10%), Hellpot Flame (4%), Relaxing Aroma (4%), Medusa's Locks (3%), Tri-Resurrection (3%), Ruby (1%)																				

 <div>ICE EATER</div> <div>MARIGLENN · CHAPTER 12</div>			STATS					ELEMENTAL ATTACK					ELEMENTAL RESIST						
			HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy	
			145	48	4640	145.92	272	400	0	100	0	0	0	-100	100	100	100	100	
			STATUS EFFECT RESIST								ATTACK TYPE RESIST								
EXP	Zeln Min	Zeln Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier	
463	550	687	-	-	-	-	-	-	100	-	0	0	0	0	-40	-40	-40	Jump	
ITEM DROPS CO2 Powder (10%), Firestone (5%), Hellpot Flame (4%), Nebuladon Egg (3%), Perfect Heal (2%), Tri-Resurrection (1%)																			


	CLUMPY SR. MARIGLENN - CHAPTER 12				STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST				
					HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy
					146	49	4640	321.4848	289	160	0	0	0	50	0	50	100	100	50	100
					STATUS EFFECT RESIST						ATTACK TYPE RESIST									
EXP	Zeln Min	Zeln Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier		
465	553	691	-	-	-	-	-	-	-	-	0	0	0	0	-40	-40	-40	-		
ITEM DROPS Perfect Heal (10%), Lucky Clover (4%), Elixir (3%), Resurrection (2%), Brave Symbol (2%)																				


	<h1>MIMIC</h1> <p>MARIGLENN - CHAPTER 12</p>	STATS					ELEMENTAL ATTACK					ELEMENTAL RESIST						
		HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy	
		-	99	23200	465.6	595	1280	0	0	0	0	10	100	100	100	100	100	
			STATUS EFFECT RESIST								ATTACK TYPE RESIST							
EXP	Zeln Min	Zeln Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier
2180	2592	3240	40	40	40	40	40	40	40	40	0	0	0	0	0	0	0	-
ITEM DROPS Hunter Coin (100%), Edensia (10%), Crystal Staff (4%), Nebuladon Egg (4%), Tri-Resurrection (4%), Flame God's Stone (3%)																		


MARIGLENN - CHAPTER 13


	ALACAN				STATS						ELEMENTAL ATTACK						ELEMENTAL RESIST				
					HuntingID	Lvl	MaxHP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy	
					147	64	8400	451.44	315	165	0	0	0	0	50	100	100	100	100	50	
MARIGLENN - CHAPTER 13																					
			STATUS EFFECT RESIST								ATTACK TYPE RESIST										
EXP	Zeln Min	Zeln Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier			
750	785	981	-	-	-	-	-	-	-	-	0	30	30	0	0	0	0	-			
ITEM DROPS Guardian Sphere (10%), Perfect Heal (4%), Thunder Stone (4%), Flame God's Stone (4%), Rose of Passion (3%), Cursed Mask (2%), Galactic Compass (2%)																					


MONSTER DATA


<div></div> <div><div>FACE OF EVIL</div><div>MARIGLENN - CHAPTER 13</div></div>			STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST				
			HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy
			148	53	6000	327.888	340	165	0	0	50	0	0	100	100	50	100	100
			STATUS EFFECT RESIST								ATTACK TYPE RESIST							
EXP	Zeln Min	Zeln Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier
625	654	817	-	-	-	-	-	-	-	-	30	0	0	0	20	20	20	Jump
ITEM DROPS Tri-Resurrection (10%), Perfect Heal (4%), Hellpot Flame (3%), Cursed Mask (3%), Crystal Staff (3%), Skull Necklace (2%), Max Heal (1%)																		

 BIT MARIGLENN - CHAPTER 13			STATS					ELEMENTAL ATTACK					ELEMENTAL RESIST					
			HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy
			149	50	5500	285.12	335	165	0	50	0	0	0	100	100	100	50	100
			STATUS EFFECT RESIST								ATTACK TYPE RESIST							
EXP	Zeln Min	Zeln Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier
587	605	756	-	-	-	-	-	-	-	-	0	0	0	0	0	0	0	-
ITEM DROPS Max Heal (10%), Trumpet of Glory (4%), Stella Crystal (4%), Galactic Compass (3%), Edensia (2%)																		

<div></div> <div>MAGIC FIGHTER</div> <div>MARIGLENN - CHAPTER 13</div>			STATS					ELEMENTAL ATTACK					ELEMENTAL RESIST					
			HuntingID	Lvl	MaxHP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy
			150	52	6000	302.94	340	165	0	0	0	0	50	100	100	100	100	0
			STATUS EFFECT RESIST								ATTACK TYPE RESIST							
EXP	Zeln Min	Zeln Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier
609	637	796	-	-	-	-	-	-	-	-	20	20	20	0	-10	-10	-10	-
ITEM DROPS Primeval Beef (10%), Flame God's Stone (4%), Tri-Resurrection (4%), Strength Star (3%), Hellpot Flame (2%), Galactic Compass (2%)																		

	DEIMOS					STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST				
						HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy
						151	56	5600	364.32	420	165	0	0	0	0	0	100	50	100	100	100
			STATUS EFFECT RESIST								ATTACK TYPE RESIST										
EXP	Zeln Min	Zeln Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier			
664	694	867	-	-	-	-	-	-	-	-	20	20	20	0	-10	-10	-10	Jump			
ITEM DROPS Max Heal (10%), Smoked Rainbow Newt (4%), Flame God's Stone (4%), Heal Potion (3%), Dragon God Skull (2%), Tri-Resurrection (2%)																					


 <div>DRAGON</div> <div>MARIGLENN - CHAPTER 13</div>			STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST					
			HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy	
			152	58	9100	356.4	245	165	0	0	0	50	0	100	50	50	100	100	
			STATUS EFFECT RESIST								ATTACK TYPE RESIST								
EXP	Zeln Min	Zeln Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier	
682	714	892	-	-	-	-	-	-	-	-	30	0	0	0	20	20	20	Shield	
ITEM DROPS Perfect Heal (10%), Nebuladon Egg (4%), Firestone (4%), Thunder Stone (4%), Max Heal (3%), Hot Breath (3%), Sealing Sunsphere (2%)																			


<div></div> <div>RED BARON</div> <div>MARIGLENN - CHAPTER 13</div>			STATS					ELEMENTAL ATTACK					ELEMENTAL RESIST						
			HuntingID	Lvl	MaxHP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy	
			153	53	6300	109.296	315	413	100	0	0	0	0	100	0	100	100	100	
			STATUS EFFECT RESIST									ATTACK TYPE RESIST							
EXP	Zeln Min	Zeln Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier	
618	647	808	-	-	100	-	-	-	-	-	0	0	0	0	-10	-10	-10	Shield	
ITEM DROPS Ruby (10%), Elixir (4%), Hellpot Flame (3%), Lucky Clover (2%), Max Heal (2%), Crystal Staff (1%)																			


OFFICIAL ROGUE GALAXY


STRATEGY GUIDE





	<div><div>Togroth</div><div>MARIGLENN - CHAPTER 13</div></div>					STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST				
						HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy
						154	62	10500	376.2	245	165	0	0	0	0	50	50	100	100	100	100
			STATUS EFFECT RESIST								ATTACK TYPE RESIST										
EXP	Zeln Min	Zeln Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier			
727	761	951	-	-	-	-	-	-	-	-	20	20	20	0	-10	-10	-10	-			
ITEM DROPS Thunder Stone (10%), Perfect Heal (4%), Tri-Resurrection (4%), Strength Star (4%), Skull Necklace (3%), Lapis Lazuli (3%)																					

 <div>PLATINUM KITE</div> MARIGLENN - CHAPTER 13				STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST					
				HuntingID	Lvl	MaxHP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy	
				155	53	6000	320.76	340	165	0	0	0	50	0	100	100	100	0	100	
				STATUS EFFECT RESIST							ATTACK TYPE RESIST									
EXP	Zeln Min	Zeln Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier		
620	649	811	-	80	-	-50	100	-	-	-	0	-30	-30	0	0	0	0	-		
ITEM DROPS Carbon Alloy (10%), Lubricant (5%), Tri-Heal (4%), Hoho Bird Feather (3%), Dark Music Box (2%), Resurrection (1%)																				


 <div>HELL SORCERER MARIGLENN - CHAPTER 13</div>				STATS					ELEMENTAL ATTACK					ELEMENTAL RESIST						
				HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy	
				156	57	7350	338.58	340	165	50	0	0	0	0	100	100	100	50	50	
				STATUS EFFECT RESIST							ATTACK TYPE RESIST									
EXP	Zeln Min	Zeln Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier		
676	707	883	-	-	-	-	-	-	-	-	0	0	0	0	-10	-10	-10	-		
ITEM DROPS Perfect Heal (10%), Elixir (5%), Edensia (4%), Dreamflower Ash (3%), Crystal Staff (2%), Tri-Resurrection (1%)																				


<div></div> <div><div>MIMIC</div><div>MARIGLENN - CHAPTER 13</div></div>			STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST						
			HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy		
			-	99	28000	445.5	613	1320	0	0	0	0	10	100	100	100	100	100		
			STATUS EFFECT RESIST								ATTACK TYPE RESIST									
EXP	Zeln Min	Zeln Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier		
2728	2856	3570	40	40	40	40	40	40	40	40	0	0	0	0	0	0	0	-		
ITEM DROPS Hunter Coin (100%), Galactic Compass (50%), Perfect Heal (20%), Tri-Resurrection (10%), Guardian Sphere (10%), Ruby (10%), Prominence Shield (10%)																				


	<div>MOTHER</div> <div>MARIGLENN - CHAPTER 13</div>					STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST				
						HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy
						-	100	17000	451.44	284	100	101	102	103	104	105	100	100	100	100	100
			STATUS EFFECT RESIST								ATTACK TYPE RESIST										
EXP	Zeln Min	Zeln Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier			
0	0	0	100	100	100	100	100	100	100	100	0	80	0	0	0	0	0	-			
ITEM DROPS None																					


	<div>MOTHER</div> <div>MARIGLENN - CHAPTER 13</div>					STATS					ELEMENTAL ATTACK					ELEMENTAL RESIST					
						HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy
						-	99	30000	332.64	320	165	0	0	0	0	0	100	100	100	100	100
						STATUS EFFECT RESIST					ATTACK TYPE RESIST										
EXP	Zeln Min	Zeln Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier			
0	0	0	100	100	100	100	100	100	100	100	50	90	90	80	80	80	80	-			
ITEM DROPS None																					


MONSTER DATA


 MOTHER MARIGLENN - CHAPTER 13			STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST				
			HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy
			-	99	34000	332.64	320	165	60	60	60	60	100	100	100	100	100	100
			STATUS EFFECT RESIST								ATTACK TYPE RESIST							
EXP	Zeln Min	Zeln Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier
0	0	0	100	100	100	100	100	100	100	100	50	50	40	40	40	40	40	-
ITEM DROPS None																		

 BOMB WALKER MARIGLENN - CHAPTER 13			STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST				
			HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy
			-	99	15390	364.32	500	165	0	0	0	0	0	100	100	100	100	100
			STATUS EFFECT RESIST								ATTACK TYPE RESIST							
EXP	Zeln Min	Zeln Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier
0	0	0	100	100	100	100	100	100	100	100	60	60	60	60	60	60	60	-
ITEM DROPS None																		


 VALKOG'S HAND MARIGLENN - CHAPTER 13			STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST				
			HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy
			-	99	15390	318.78	500	165	50	0	50	0	50	100	100	100	100	100
			STATUS EFFECT RESIST								ATTACK TYPE RESIST							
EXP	Zeln Min	Zeln Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier
0	0	0	100	100	100	100	100	100	100	100	30	30	40	40	40	40	40	-
ITEM DROPS None																		

 CORE MARIGLENN - CHAPTER 13			STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST				
			HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy
			-	99	12000	455.4	500	-	-	-	-	-	-	100	100	100	100	100
			STATUS EFFECT RESIST								ATTACK TYPE RESIST							
EXP	Zeln Min	Zeln Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier
0	0	0	100	100	100	100	100	100	100	100	40	40	40	40	40	40	80	-
ITEM DROPS None																		


 NORMA MARIGLENN - CHAPTER 13			STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST				
			HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy
			-	99	15390	285.16	500	165	0	0	0	0	0	100	100	100	100	100
			STATUS EFFECT RESIST								ATTACK TYPE RESIST							
EXP	Zeln Min	Zeln Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier
0	0	0	100	100	100	100	100	100	100	100	40	40	40	40	40	40	40	-
ITEM DROPS None																		


 IZEL MARIGLENN - CHAPTER 13			STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST				
			HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy
			-	99	15390	318.78	500	165	0	0	0	0	0	100	100	100	100	100
			STATUS EFFECT RESIST								ATTACK TYPE RESIST							
EXP	Zeln Min	Zeln Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier
0	0	0	100	100	100	100	100	100	100	100	40	40	40	40	40	40	40	-
ITEM DROPS None																		





 <div>VALKOG</div> <div>MARIGLENN - CHAPTER 13</div>			STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST						
			HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy		
			-	99	22540	407.484	500	165	0	0	100	0	50	100	100	100	100	100		
			STATUS EFFECT RESIST									ATTACK TYPE RESIST								
EXP	Zehn Min	Zehn Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier		
0	0	0	100	100	100	100	100	100	100	100	40	90	40	40	40	40	40	-		
ITEM DROPS None																				


GHOST SHIP - CHAPTER 13+

 <div>EVIL SKELETAR GHOST SHIP - CHAPTER 13+</div>				STATS					ELEMENTAL ATTACK					ELEMENTAL RESIST					
				HuntingID	Lvl	MaxHP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy
				157	51	7000	330.48	350	170	0	0	0	0	50	100	100	100	100	0
				STATUS EFFECT RESIST							ATTACK TYPE RESIST								
EXP	Zehn Min	Zehn Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier	
697	607	758	-	-	40	-	-	-	-	-	0	0	0	0	-30	-30	-30	-	
ITEM DROPS Tri-Heal (10%), CO2 Powder (5%), Dragon God Skull (4%), Skull Necklace (3%), Elixir (2%), Tri-Charge (1%)																			


 <div>COSMO TURTLE GHOST SHIP - CHAPTER 13+</div>				STATS					ELEMENTAL ATTACK					ELEMENTAL RESIST					
				HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy
				158	53	6300	348.84	400	170	50	0	0	0	0	100	0	100	100	100
				STATUS EFFECT RESIST							ATTACK TYPE RESIST								
EXP	Zehn Min	Zehn Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier	
723	630	787	-	-	-	-	-	-	-	-	0	30	30	30	0	0	0	Shield	
ITEM DROPS Hot Breath (10%), Tri-Heal (5%), Flame God's Stone (4%), Recharge Drink (3%), Tri-Resurrection (2%)																			


<div></div> <div><div>EVIL RELIC</div><div>GHOST SHIP · CHAPTER 13+</div></div>				STATS					ELEMENTAL ATTACK					ELEMENTAL RESIST					
				HuntingID	Lvl	MaxHP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy
				159	52	8000	293.76	370	170	0	0	0	50	0	100	100	100	0	100
				STATUS EFFECT RESIST							ATTACK TYPE RESIST								
EXP	Zehn Min	Zehn Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier	
714	622	777	-	-	-	-	-	-	-	-	0	-50	-50	0	0	0	0	-	
ITEM DROPS Resurrection (10%), Hot Breath (5%), Thunder Stone (4%), Ruby (3%), Antidote (3%), CO2 Powder (2%)																			


 <div><div>SUMO BULL</div><div>GHOST SHIP - CHAPTER 13+</div></div>				STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST				
				HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy
				160	54	8000	330.48	370	0	0	50	0	0	0	100	100	0	100	100
				STATUS EFFECT RESIST							ATTACK TYPE RESIST								
EXP	Zehn Min	Zehn Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier	
741	645	806	-	-	-	-	-	-	-	-	0	0	0	0	0	0	0	-	
ITEM DROPS Stamina Extract (10%), Yago Milk (5%), Primeval Beef (4%), Sanchez Fruit (3%), Perfect Heal (3%), Tri-Resurrection (2%)																			


 <div>WHITE WALL</div> <div>GHOST SHIP · CHAPTER 13+</div>				STATS					ELEMENTAL ATTACK					ELEMENTAL RESIST					
				HuntingID	Lvl	MaxHP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy
				161	64	8100	440.64	440	170	0	0	75	0	0	100	100	100	100	50
				STATUS EFFECT RESIST							ATTACK TYPE RESIST								
EXP	Zehn Min	Zehn Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier	
874	761	951	-	-	-	-	-	-	-	-	30	30	30	30	-30	-30	-30	Jump	
ITEM DROPS Stamina Extract (10%), Max Heal (5%), Hellpot Flame (4%), Cursed Mask (3%), Strength Star (2%)																			


MONSTER DATA

 SPINNER GHOST SHIP - CHAPTER 13+			STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST				
			HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy
			162	56	9000	285.6	320	0	0	0	0	0	0	50	100	100	100	100
			STATUS EFFECT RESIST								ATTACK TYPE RESIST							
EXP	Zeln Min	Zeln Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier
764	595	743	-	-	-	-	-	-	-	-	0	0	0	0	0	0	0	-
ITEM DROPS Stamina Extract (10%), Tri-Charge (5%), Ruby (4%), Tri-Heal (3%), Dreamflower Ash (2%), Tri-Resurrection (1%)																		

 WONDER KONG GHOST SHIP - CHAPTER 13+			STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST				
			HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy
			163	57	8100	399.84	380	0	0	0	0	0	0	100	100	100	100	100
			STATUS EFFECT RESIST								ATTACK TYPE RESIST							
EXP	Zeln Min	Zeln Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier
773	673	841	-	-	-	-	-	-	-	-	0	0	0	0	0	0	0	-
ITEM DROPS Max Heal (10%), Mellow Banana (5%), Flame God's Stone (5%), Dream Mushroom (4%), Primeval Beef (3%), Tri-Heal (2%)																		

 TRASH PHANTOM GHOST SHIP - CHAPTER 13+			STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST				
			HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy
			164	54	8000	330.48	370	170	0	0	0	50	0	100	100	100	100	50
			STATUS EFFECT RESIST								ATTACK TYPE RESIST							
EXP	Zeln Min	Zeln Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier
741	645	806	-	80	-	-50	100	-	-	-	0	-20	-20	-20	0	0	0	Shield
ITEM DROPS Revolver Alloy (10%), Dark Onyx (4%), Forbidden Add-On (3%), Max Heal (3%), Recharge Drink (3%), Lubricant (2%)																		

 HADES MONK GHOST SHIP - CHAPTER 13+			STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST				
			HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy
			165	54	8000	330.48	370	170	0	0	0	0	50	100	50	100	100	100
			STATUS EFFECT RESIST								ATTACK TYPE RESIST							
EXP	Zeln Min	Zeln Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier
741	645	806	-	-	-	-	-	-	-	-	0	0	0	0	30	30	30	Shield
ITEM DROPS Elixir (10%), Recharge Drink (5%), Dragon God Skull (4%), Stella Crystal (3%), Resurrection (2%), Sealing Sunsphere (1%)																		


 KING DEIMOS GHOST SHIP - CHAPTER 13+			STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST				
			HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy
			166	58	6300	408	480	0	0	0	0	0	0	100	100	100	100	100
			STATUS EFFECT RESIST								ATTACK TYPE RESIST							
EXP	Zeln Min	Zeln Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier
792	690	862	-	-	-	-	-	-	-	40	0	0	0	0	0	0	0	Jump
ITEM DROPS Tri-Resurrection (10%), Antidote (5%), Cursed Mask (4%), Galactic Compass (3%), Max Heal (2%), Crystal Staff (1%)																		


 COSMOCORE GHOST SHIP - CHAPTER 13+			STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST				
			HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy
			167	56	7200	399.84	400	0	0	0	0	0	0	100	100	100	50	100
			STATUS EFFECT RESIST								ATTACK TYPE RESIST							
EXP	Zeln Min	Zeln Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier
759	661	826	-	-	-	-	-	-	-	-	0	0	0	0	0	0	0	-
ITEM DROPS Recharge Drink (10%), Edensia (5%), Tri-Charge (4%), Lunar Ribbon (3%), Perfect Heal (2%)																		


OFFICIAL ROGUE GALAXY


STRATEGY GUIDE





 <div>OROCHI</div> <div>GHOST SHIP - CHAPTER 13+</div>			STATS					ELEMENTAL ATTACK					ELEMENTAL RESIST					
			HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy
			168	60	10800	367.2	320	170	50	0	0	0	0	100	50	100	100	100
			STATUS EFFECT RESIST								ATTACK TYPE RESIST							
EXP	Zeln Min	Zeln Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier
819	714	892	-	-	40	-	-	-	-	-	0	-20	-20	-20	20	20	20	Barrier
ITEM DROPS Paralysis Cure (10%), Mermaid's Scale (4%), Max Heal (3%), Absolute Zero Stone (3%), Cumulus Pendant (2%), Resurrection (1%)																		

	<div>SPIRAL SID</div> <div>GHOST SHIP - CHAPTER 13+</div>					STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST				
						HuntingID	Lvl	MaxHP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy
						169	63	11700	385.56	320	170	0	50	0	0	0	100	100	50	100	100
			STATUS EFFECT RESIST								ATTACK TYPE RESIST										
EXP	Zeln Min	Zeln Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier			
860	749	936	-	-	-	-	-	-	-	-	0	0	0	0	0	0	0	-			
ITEM DROPS Sticky Gum (10%), Elixir (5%), Thunder Stone (4%), Max Heal (3%), Mermaid's Scale (2%)																					


	<h1>MOON MOON</h1> <p>GHOST SHIP - CHAPTER 13+</p>	STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST							
		HuntingID	Lvl	MaxHP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy			
		170	64	7200	448.8	520	0	0	0	0	0	0	50	100	100	100	100			
			STATUS EFFECT RESIST								ATTACK TYPE RESIST									
EXP	Zeln Min	Zeln Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier		
874	761	951	-	-	-	-	-	-	-	-	10	0	0	0	0	0	0	-		
ITEM DROPS Resurrection (10%), Antidote (5%), Guardian Sphere (4%), Max Heal (3%), Pirate's Grog (2%)																				


 <div>MIMIC</div> <div>GHOST SHIP - CHAPTER 13+</div>			STATS					ELEMENTAL ATTACK					ELEMENTAL RESIST							
			HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy		
			-	99	36000	459	700	1400	0	0	0	0	10	100	100	100	100	100		
			STATUS EFFECT RESIST								ATTACK TYPE RESIST									
EXP	Zeln Min	Zeln Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier		
3276	2856	3570	40	40	40	40	40	40	40	40	0	0	0	0	0	0	40	-		
ITEM DROPS Hunter Coin (100%), Strength Star (10%), Perfect Heal (4%), Crystal Staff (4%), Alluring Lamp (4%), Silver Bangle (4%), Max Heal (3%), Phantom Slayer (2%)																				


	<div>MUD WHOOPER</div> <div>GHOST SHIP - CHAPTER 13+</div>				STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST				
					HuntingID	Lvl	MaxHP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy
					-	99	20189	478.584	1300	170	0	0	50	0	0	50	50	100	100	100
			STATUS EFFECT RESIST								ATTACK TYPE RESIST									
EXP	Zeln Min	Zeln Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier		
40874.5	1820	1820	100	100	100	100	100	100	100	100	40	40	40	40	40	40	40	-		
ITEM DROPS Heal Potion (100%)																				


	INDIVIDER	GHOST SHIP - CHAPTER 13+	STATS					ELEMENTAL ATTACK					ELEMENTAL RESIST							
			HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy		
			-	99	20442	485.52	1300	170	0	0	0	0	50	100	50	100	100	50		
			STATUS EFFECT RESIST								ATTACK TYPE RESIST									
EXP	Zeln Min	Zeln Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier		
40874.5	1820	1820	100	100	100	100	100	100	100	100	40	40	40	40	40	40	40	-		
ITEM DROPS Tri-Heal (100%), Resurrection (100%), Resurrection (100%)																				


MONSTER DATA


 LOGAN GHOST SHIP - CHAPTER 13+			STATS								ELEMENTAL ATTACK						ELEMENTAL RESIST				
			HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy			
			-	99	20694	514.08	1300	170	50	0	0	0	0	100	50	100	100	50			
			STATUS EFFECT RESIST								ATTACK TYPE RESIST										
EXP	Zeln Min	Zeln Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier			
40874.5	1820	1820	100	100	100	100	100	100	100	100	40	40	40	40	40	40	40	-			
ITEM DROPS Exclon Shard (100%), Stealth Pills (100%)																					

	GAZEL	GHOST SHIP - CHAPTER 13+	STATS					ELEMENTAL ATTACK					ELEMENTAL RESIST					
			HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy
			-	99	20946	510.408	1300	170	0	0	0	50	0	100	50	100	50	100
			STATUS EFFECT RESIST								ATTACK TYPE RESIST							
EXP	Zeln Min	Zeln Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier
40874.5	1820	1820	100	100	100	100	100	100	100	100	40	40	40	40	40	40	40	-
ITEM DROPS Perfect Reviver (100%), Stealth Pills (100%)																		


	BEAST LEONE					STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST				
						HuntingID	Lvl	MaxHP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy
						-	99	21452	521.424	1300	170	50	0	0	0	0	50	100	100	100	100
GHOST SHIP - CHAPTER 13+																					
STATUS EFFECT RESIST						ATTACK TYPE RESIST															
EXP	Zeln Min	Zeln Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier			
40874.5	1820	1820	100	100	100	100	100	100	100	100	40	40	40	40	40	40	40	-			
ITEM DROPS None																					

	CRYSTAL	GHOST SHIP - CHAPTER 13+	STATS					ELEMENTAL ATTACK					ELEMENTAL RESIST					
			HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy
			-	99	5000	521.424	1000	0	0	0	0	0	0	100	100	100	100	100
			STATUS EFFECT RESIST								ATTACK TYPE RESIST							
EXP	Zeln Min	Zeln Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier
0	0	0	100	100	100	100	100	100	100	100	40	40	40	40	40	40	40	-
ITEM DROPS None																		


 <div>YOUNG MAN GHOST SHIP - CHAPTER 13+</div>			STATS					ELEMENTAL ATTACK					ELEMENTAL RESIST					
			HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy
			-	99	30000	503.88	2000	102	0	0	0	0	0	100	100	100	100	100
			STATUS EFFECT RESIST								ATTACK TYPE RESIST							
EXP	Zeln Min	Zeln Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier
0	0	0	100	100	100	100	100	100	100	100	40	40	40	40	40	40	40	-
ITEM DROPS None																		


 ARABIS GHOST SHIP - CHAPTER 13+			STATS							ELEMENTAL ATTACK					ELEMENTAL RESIST				
			HuntingID	Lvl	MaxHP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy	
			-	99	21000	159.12	1500	272	50	50	50	50	50	95	95	95	95	95	
			STATUS EFFECT RESIST								ATTACK TYPE RESIST								
EXP	Zeln Min	Zeln Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier	
81749	0	0	100	100	100	100	100	100	100	100	40	40	40	40	40	40	80	-	
ITEM DROPS None																			





 <div>ARABIS</div> <div>GHOST SHIP - CHAPTER 13+</div>			STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST						
			HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy		
			-	99	21000	159.12	1500	272	50	50	50	50	50	95	95	95	95	95		
			STATUS EFFECT RESIST								ATTACK TYPE RESIST									
EXP	Zeln Min	Zeln Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier		
81749	2100	2100	100	100	100	100	100	100	100	100	40	40	40	40	40	40	80	-		
ITEM DROPS None																				


GHOST SHIP EXTREME - CHAPTER 13+

 <div>GHOST BAPHU</div> <div>GHOST SHIP EXTREME - CHAPTER 13+</div>			STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST						
			HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy		
			171	55	11667	340.2	368	175	0	0	0	0	50	0	100	100	100	0		
			STATUS EFFECT RESIST								ATTACK TYPE RESIST									
EXP	Zeln Min	Zeln Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier		
813	607	758	-	-	-	-	-	-	-	-	0	0	0	0	-30	-30	-30	-		
ITEM DROPS Tri-Heal (10%), CO2 Powder (5%), Dragon God Skull (4%), Skull Necklace (3%), Elixir (2%), Resurrection (1%)																				


 SHELLKNIGHT ZOMBIE GHOST SHIP EXTREME - CHAPTER 13+			STATS					ELEMENTAL ATTACK					ELEMENTAL RESIST					
			HuntingID	Lvl	MaxHP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy
			172	57	10500	319.2	420	175	0	50	0	0	50	100	0	100	100	100
			STATUS EFFECT RESIST								ATTACK TYPE RESIST							
EXP	Zeln Min	Zeln Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier
844	630	787	-	-	-	-	-	-	-	-	0	30	30	30	0	0	0	-
ITEM DROPS Hot Breath (10%), Tri-Heal (5%), Flame God's Stone (4%), Recharge Drink (3%), Tri-Resurrection (2%)																		


 <div>BLUE OGRE</div> <div>GHOST SHIP EXTREME - CHAPTER 13+</div>			STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST						
			HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy		
			173	57	13333	302.4	389	175	0	50	0	0	0	100	100	100	0	100		
			STATUS EFFECT RESIST								ATTACK TYPE RESIST									
EXP	Zeln Min	Zeln Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier		
833	622	777	-	-	-	-	-	-	-	-	0	-50	-50	0	0	0	0	-		
ITEM DROPS Yago Milk (10%), Antidote (5%), Max Heal (4%), Primeval Beef (3%), Diamond (2%), Tri-Resurrection (2%)																				


<div></div> <div><div>SPRITZ</div><div>GHOST SHIP EXTREME - CHAPTER 13+</div></div>						STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST				
						HuntingID	Lvl	MaxHP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy
						174	59	13333	340.2	389	175	0	0	0	50	0	100	100	0	100	100
						STATUS EFFECT RESIST					ATTACK TYPE RESIST										
EXP	Zeln Min	Zeln Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier			
865	645	806	-	-	-	-	-	-	-	-	0	0	0	0	0	0	0	-			
ITEM DROPS Resurrection (10%), Hot Breath (5%), Thunder Stone (4%), Ruby (3%), Antidote (3%), CO2 Powder (2%)																					


 <div>BLACK BUFFALO</div> <div>GHOST SHIP EXTREME - CHAPTER 13+</div>			STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST							
			HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy			
			175	69	13500	504	462	0	0	0	0	0	0	100	100	100	100	50			
			STATUS EFFECT RESIST									ATTACK TYPE RESIST									
EXP	Zeln Min	Zeln Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier			
1020	761	951	-	-	-	-	-	-	-	-	30	30	30	30	-30	-30	-30	-			
ITEM DROPS Stamina Extract (10%), Yago Milk (5%), Primeval Beef (4%), Sanchez Fruit (3%), Perfect Heal (3%), Tri-Resurrection (2%)																					


MONSTER DATA


 <div>SOUL EPITAPH</div> <div>GHOST SHIP EXTREME - CHAPTER 13+</div>			STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST				
			HuntingID	Lvl	MaxHP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy
			176	61	15000	378	336	175	0	0	50	0	0	50	100	100	100	100
			STATUS EFFECT RESIST								ATTACK TYPE RESIST							
EXP	Zeln Min	Zeln Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier
892	666	832	-	-	-	-	-	-	-	-	0	0	0	0	0	0	0	-
ITEM DROPS Max Heal (10%), Myriad Branch (5%), Hard Candy (4%), Tri-Charge (3%), Resurrection (3%), Stella Crystal (2%)																		

<div></div> <div><h1>SKULLWOOD</h1><p>GHOST SHIP EXTREME - CHAPTER 13+</p></div>			STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST					
			HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy	
			177	61	13500	370.44	399	175	0	0	0	0	50	100	100	100	100	100	
			STATUS EFFECT RESIST								ATTACK TYPE RESIST								
EXP	Zeln Min	Zeln Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier	
902	673	841	-	-	-	-	-	-	-	-	0	0	0	0	0	0	0	-	
ITEM DROPS Tri-Charge (10%), Tri-Heal (5%), Myriad Branch (4%), Stamina Extract (3%), Hoho Bird Feather (2%), Tri-Resurrection (2%)																			


<div></div> <div><div>PHANTOM CLAW</div><div>GHOST SHIP EXTREME - CHAPTER 13+</div></div>			STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST					
			HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy	
			178	59	13333	340.2	389	175	0	0	0	0	50	100	100	100	100	50	
			STATUS EFFECT RESIST								ATTACK TYPE RESIST								
EXP	Zeln Min	Zeln Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier	
865	645	806	-	-	-	-	80	-	-	-	0	-20	-20	-20	0	0	0	-	
ITEM DROPS Antidote (10%), Recharge Drink (5%), Perfect Heal (4%), Ruby (3%), Queen Bee Stinger (2%), Medusa's Locks (1%)																			


<div></div> <div>SPAX</div> <div>GHOST SHIP EXTREME - CHAPTER 13+</div>			STATS					ELEMENTAL ATTACK					ELEMENTAL RESIST					
			HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy
			179	59	13333	378	389	0	0	0	0	0	0	100	50	100	100	100
			STATUS EFFECT RESIST								ATTACK TYPE RESIST							
EXP	Zeln Min	Zeln Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier
865	645	806	-	-	-	-	80	-	-	-	0	0	0	0	30	30	30	-
ITEM DROPS Max Heal (10%), Relaxing Aroma (5%), Tri-Charge (4%), Lapis Lazuli (3%), Smoked Rainbow Newt (2%), Tri-Resurrection (1%)																		


 <div>GRAND BEE</div> <div>GHOST SHIP EXTREME - CHAPTER 13+</div>			STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST					
			HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy	
			180	63	10500	378	504	175	0	0	0	50	0	100	100	100	100	100	
				STATUS EFFECT RESIST							ATTACK TYPE RESIST								
EXP	Zeln Min	Zeln Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier	
924	690	862	-	-	-	-	80	-	-	-	0	0	0	0	0	0	0	-	
ITEM DROPS Queen Bee Stinger (10%), Antidote (5%), Resurrection (4%), Max Heal (3%), Divine Healing (3%), Ruby (2%)																			


 <div><div>BIG WALL</div><div>GHOST SHIP EXTREME - CHAPTER 13+</div></div>			STATS					ELEMENTAL ATTACK					ELEMENTAL RESIST							
			HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy		
			181	60	12000	370.44	420	175	0	0	50	0	0	100	100	100	50	100		
			STATUS EFFECT RESIST									ATTACK TYPE RESIST								
EXP	Zeln Min	Zeln Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier		
886	661	826	-	-	-	-	-	-	-	-	0	0	0	0	0	0	0	Jump		
ITEM DROPS Stamina Extract (10%), Max Heal (5%), Hellpot Flame (4%), Cursed Mask (3%), Strength Star (2%)																				





 MAD STUMP GHOST SHIP EXTREME - CHAPTER 13+			STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST				
			HuntingID	Lvl	MaxHP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy
			182	65	18000	420	336	0	0	0	0	0	0	100	50	100	100	100
			STATUS EFFECT RESIST								ATTACK TYPE RESIST							
EXP	Zeln Min	Zeln Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier
956	714	892	-	-	-	-	-	-	-	-	0	-20	-20	-20	20	20	20	-
ITEM DROPS Tri-Heal (10%), Myriad Branch (5%), CO2 Powder (4%), Diamond (3%), Max Heal (3%), Dream Mushroom (2%), Hellpot Flame (1%)																		

 PHANTOM SWORD GHOST SHIP EXTREME - CHAPTER 13+			STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST				
			HuntingID	Lvl	MaxHP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy
			183	68	19500	352.8	336	175	0	50	0	0	50	100	100	50	100	100
			STATUS EFFECT RESIST								ATTACK TYPE RESIST							
EXP	Zeln Min	Zeln Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier
1004	749	936	-	-	-	-	100	-	-	-	0	0	0	0	0	0	0	Shield
ITEM DROPS Resurrection (10%), Silver Bangle (4%), Tri-Resurrection (3%), Max Heal (3%), Mirror Unit (2%), Medusa's Locks (1%)																		


 QUATRO FOWL GHOST SHIP EXTREME - CHAPTER 13+			STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST				
			HuntingID	Lvl	MaxHP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy
			184	69	12000	415.8	546	175	0	0	0	50	0	50	100	100	100	100
			STATUS EFFECT RESIST								ATTACK TYPE RESIST							
EXP	Zeln Min	Zeln Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier
1020	761	951	-	-	-	-	-	-	-	-	10	0	0	0	0	0	0	-
ITEM DROPS Hot Breath (10%), Hoho Bird Feather (5%), Perfect Heal (5%), Flame God's Stone (4%), Recharge Drink (3%), Primeval Beef (2%)																		


 DEATH ROUND GHOST SHIP EXTREME - CHAPTER 13+			STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST				
			HuntingID	Lvl	MaxHP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy
			185	69	12000	294	546	0	0	0	0	0	0	100	50	100	100	100
			STATUS EFFECT RESIST								ATTACK TYPE RESIST							
EXP	Zeln Min	Zeln Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier
1020	666	832	-	-	-	-	-	-	-	-	0	0	0	0	30	30	30	-
ITEM DROPS Stamina Extract (10%), Tri-Charge (5%), Ruby (4%), Tri-Heal (3%), Dreamflower Ash (2%), Tri-Resurrection (1%)																		


 GHOUL GHOST SHIP EXTREME - CHAPTER 13+			STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST				
			HuntingID	Lvl	MaxHP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy
			186	55	11667	302.4	368	175	0	50	0	0	50	100	100	100	100	0
			STATUS EFFECT RESIST								ATTACK TYPE RESIST							
EXP	Zeln Min	Zeln Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier
813	607	758	-	-	-	-	-	-	-	-	0	0	0	0	-30	-30	-30	-
ITEM DROPS Tri-Resurrection (10%), Antidote (5%), Dragon God Skull (4%), Thunder Stone (3%)																		


 COSMO KONG GHOST SHIP EXTREME - CHAPTER 13+			STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST				
			HuntingID	Lvl	MaxHP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy
			187	57	10500	399	420	0	0	0	0	0	0	0	100	100	100	0
			STATUS EFFECT RESIST								ATTACK TYPE RESIST							
EXP	Zeln Min	Zeln Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier
844	630	787	-	-	-	-	-	-	-	-	0	0	0	0	-30	-30	-30	Shield
ITEM DROPS Max Heal (10%), Mellow Banana (5%), Flame God's Stone (5%), Dream Mushroom (4%), Primeval Beef (3%), Tri-Heal (2%)																		


MONSTER DATA


 EXPLODER GHOST SHIP EXTREME - CHAPTER 13+			STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST				
			HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy
			188	57	13333	302.4	389	175	0	99	0	0	0	100	0	100	100	100
			STATUS EFFECT RESIST								ATTACK TYPE RESIST							
EXP	Zeln Min	Zeln Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier
833	622	777	-	-	-	-	-	-	100	-	0	30	30	30	0	0	0	Jump
ITEM DROPS CO2 Powder (10%), Firestone (5%), Hellpot Flame (4%), Nebuladon Egg (3%), Perfect Heal (2%), Tri-Resurrection (1%)																		

 EVIL SCRAP GHOST SHIP EXTREME - CHAPTER 13+			STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST				
			HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy
			189	59	13333	340.2	389	175	0	0	0	50	0	100	100	100	0	100
			STATUS EFFECT RESIST								ATTACK TYPE RESIST							
EXP	Zeln Min	Zeln Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier
865	645	806	-	80	-	-50	100	-	-	-	0	-50	-50	0	0	0	0	-
ITEM DROPS Revolver Alloy (10%), Dark Onyx (4%), Forbidden Add-On (3%), Max Heal (3%), Recharge Drink (3%), Lubricant (2%)																		

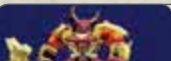
 GARM GHOST SHIP EXTREME - CHAPTER 13+			STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST				
			HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy
			190	69	13500	403.2	462	175	0	50	0	0	50	100	100	0	100	100
			STATUS EFFECT RESIST								ATTACK TYPE RESIST							
EXP	Zeln Min	Zeln Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier
1020	761	951	-	-	-	-	-	-	-	-	0	0	0	0	0	0	0	-
ITEM DROPS Primeval Beef (10%), Max Heal (5%), Heal Potion (4%), Dragon God Skull (3%), Resurrection (2%), Recharge Drink (1%)																		


 DEVIL CLUSTER GHOST SHIP EXTREME - CHAPTER 13+			STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST				
			HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy
			191	61	15000	378	336	175	0	0	0	0	0	100	100	100	100	50
			STATUS EFFECT RESIST								ATTACK TYPE RESIST							
EXP	Zeln Min	Zeln Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier
892	666	832	-	80	-	-50	100	-	-	-	30	30	30	30	-30	-30	-30	-
ITEM DROPS Carbon Alloy (10%), Lubricant (5%), Tri-Heal (4%), Hoho Bird Feather (3%), Dark Music Box (2%), Resurrection (1%)																		


 DEVIL FROG GHOST SHIP EXTREME - CHAPTER 13+			STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST				
			HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy
			192	61	13500	411.6	399	0	0	0	0	0	0	50	100	100	100	100
			STATUS EFFECT RESIST								ATTACK TYPE RESIST							
EXP	Zeln Min	Zeln Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier
902	673	841	-	-	-	-	-	-	-	-	0	0	0	0	0	0	0	-
ITEM DROPS Sticky Gum (10%), Tri-Charge (5%), Cumulus Pendant (4%), Max Heal (2%)																		


 DARK MONK GHOST SHIP EXTREME - CHAPTER 13+			STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST				
			HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy
			193	59	13333	340.2	389	175	0	0	0	0	50	100	100	100	100	100
			STATUS EFFECT RESIST								ATTACK TYPE RESIST							
EXP	Zeln Min	Zeln Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier
865	645	806	-	-	-	-	-	-	-	-	0	0	0	0	0	0	0	-
ITEM DROPS Elixir (10%), Recharge Drink (5%), Dragon God Skull (4%), Stella Crystal (3%), Resurrection (2%), Sealing Sunsphere (1%)																		





 <div>DEVIL ARMOR</div> <div>GHOST SHIP EXTREME - CHAPTER 13+</div>			STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST						
			HuntingID	Lvl	MaxHP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy		
			194	59	13333	378	389	0	0	0	0	0	0	100	100	100	100	50		
			STATUS EFFECT RESIST								ATTACK TYPE RESIST									
EXP	Zeln Min	Zeln Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier		
865	645	806	-	-	-	-	-	-	-	-	0	-20	-20	-20	0	0	0	Jump		
ITEM DROPS Tri-Resurrection (10%), Antidote (5%), Cursed Mask (4%), Galactic Compass (3%), Max Heal (2%), Crystal Staff (1%)																				

<div></div> <div>LORD CLUMPY</div> <div>GHOST SHIP EXTREME - CHAPTER 13+</div>			STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST				
			HuntingID	Lvl	MaxHP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy
			195	63	10500	420	504	0	0	0	0	0	0	100	50	100	100	100
			STATUS EFFECT RESIST								ATTACK TYPE RESIST							
EXP	Zeln Min	Zeln Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier
924	690	862	-	-	-	-	-	-	-	-	0	0	0	0	30	30	30	-
ITEM DROPS Perfect Heal (10%), Lucky Clover (4%), Elixir (3%), Resurrection (2%), Tri-Heal (2%)																		


 <div>CERBERUS</div> <div>GHOST SHIP EXTREME - CHAPTER 13+</div>			STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST				
			HuntingID	Lvl	MaxHP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy
			196	60	12000	329.28	420	175	50	0	0	0	50	100	100	100	100	100
			STATUS EFFECT RESIST								ATTACK TYPE RESIST							
EXP	ZelnMin	ZelnMax	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier
886	661	826	-	-	-	-	-	-	-	-	0	0	0	0	0	0	0	-
ITEM DROPS Recharge Drink (10%), Edensia (5%), Tri-Charge (4%), Lunar Ribbon (3%), Perfect Heal (2%)																		


 <div>DARK WORM</div> <div>GHOST SHIP EXTREME - CHAPTER 13+</div>			STATS					ELEMENTAL ATTACK					ELEMENTAL RESIST					
			HuntingID	Lvl	MaxHP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy
			197	65	18000	378	336	175	0	99	0	0	0	100	100	100	50	100
			STATUS EFFECT RESIST								ATTACK TYPE RESIST							
EXP	Zeln Min	Zeln Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier
956	714	892	-	-	-	-	-	-	-	-	0	0	0	0	0	0	0	Shield
ITEM DROPS Paralysis Cure (10%), Mermaid's Scale (4%), Max Heal (3%), Absolute Zero Stone (3%), Cumulus Pendant (2%), Resurrection (1%)																		


 URUMA			STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST				
			HuntingID	Lvl	MaxHP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy
			198	68	19500	441	336	0	0	0	0	0	0	100	50	100	100	100
			STATUS EFFECT RESIST								ATTACK TYPE RESIST							
EXP	Zeln Min	Zeln Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier
1004	749	936	-	-	-	-	-	-	-	-	0	-20	-20	-20	20	20	20	-
ITEM DROPS Sticky Gum (10%), Elixir (5%), Thunder Stone (4%), Max Heal (3%), Mermaid's Scale (2%)																		


	SOLOMO		STATS					ELEMENTAL ATTACK					ELEMENTAL RESIST							
			HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy		
			199	69	12000	415.8	546	175	0	99	0	0	0	100	100	50	100	100		
GHOST SHIP EXTREME - CHAPTER 13+																				
			STATUS EFFECT RESIST									ATTACK TYPE RESIST								
EXP	Zeln Min	Zeln Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier		
1020	761	951	-	-	-	-	-	-	-	-	0	0	0	0	0	0	0	Barrier		
ITEM DROPS Perfect Heal (10%), Elixir (5%), Edensia (4%), Dreamflower Ash (3%), Crystal Staff (2%), Tri-Resurrection (1%)																				


MONSTER DATA


 KING ALACAN GHOST SHIP EXTREME - CHAPTER 13+			STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST				
			HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy
			200	69	12000	415.8	546	175	0	0	0	0	50	50	100	100	100	100
			STATUS EFFECT RESIST								ATTACK TYPE RESIST							
EXP	Zeln Min	Zeln Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier
1020	761	951	-	-	-	-	-	-	-	-	10	0	0	0	0	0	0	-
ITEM DROPS Resurrection (10%), Antidote (5%), Guardian Sphere (4%), Max Heal (3%), Pirate's Grog (2%)																		

 MIMIC GHOST SHIP EXTREME - CHAPTER 13+			STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST				
			HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy
			-	99	60000	472.5	735	1400	0	0	0	0	10	100	100	100	100	100
			STATUS EFFECT RESIST								ATTACK TYPE RESIST							
EXP	Zeln Min	Zeln Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier
3824	2856	3570	40	40	40	40	40	40	40	40	40	40	40	40	40	40	40	-
ITEM DROPS Hunter Coin (100%), Strength Star (10%), Perfect Heal (4%), Crystal Staff (4%), Alluring Lamp (4%), Silver Bangle (4%), Max Heal (3%), Phantom Slayer (2%)																		


 MIMIC GHOST SHIP EXTREME - CHAPTER 13+			STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST				
			HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy
			-	99	60000	472.5	735	1400	0	0	0	0	10	100	100	100	100	100
			STATUS EFFECT RESIST								ATTACK TYPE RESIST							
EXP	Zeln Min	Zeln Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier
3824	2856	3570	40	40	40	40	40	40	40	40	40	40	40	40	40	40	40	-
ITEM DROPS Hunter Coin (100%), Strength Star (10%), Perfect Heal (4%), Crystal Staff (4%), Alluring Lamp (4%), Silver Bangle (4%), Max Heal (3%), Phantom Slayer (2%)																		


 BRAZO DE PIERROTS 1 GHOST SHIP EXTREME - CHAPTER 13+			STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST				
			HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy
			-	99	13460	529.2	1000	175	0	0	0	0	100	0	100	100	100	0
			STATUS EFFECT RESIST								ATTACK TYPE RESIST							
EXP	Zeln Min	Zeln Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier
20000	952	952	100	100	100	100	100	100	100	100	40	40	40	40	40	40	40	-
ITEM DROPS None																		


 BRAZO DE PIERROTS 2 GHOST SHIP EXTREME - CHAPTER 13+			STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST				
			HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy
			-	99	13460	529.2	1000	175	0	0	50	50	0	100	0	100	100	100
			STATUS EFFECT RESIST								ATTACK TYPE RESIST							
EXP	Zeln Min	Zeln Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier
20000	952	952	100	100	100	100	100	100	100	100	40	40	40	40	40	40	40	-
ITEM DROPS None																		


 BRAZO DE PIERROTS 3 GHOST SHIP EXTREME - CHAPTER 13+			STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST				
			HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy
			-	99	13460	529.2	1000	175	50	50	0	0	0	100	100	100	0	100
			STATUS EFFECT RESIST								ATTACK TYPE RESIST							
EXP	Zeln Min	Zeln Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier
20000	952	952	100	100	100	100	100	100	100	100	40	40	40	40	40	40	40	-
ITEM DROPS None																		





	<h1>NECROMANTIS</h1> <p>GHOST SHIP EXTREME - CHAPTER 13+</p>		STATS					ELEMENTAL ATTACK					ELEMENTAL RESIST						
			HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy	
			-	99	27256	548.1	1200	182	0	0	0	0	50	100	100	0	100	100	
			STATUS EFFECT RESIST								ATTACK TYPE RESIST								
EXP	Zehn Min	Zehn Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier	
600000	2737	2737	100	100	100	100	100	100	100	100	40	40	40	40	40	40	80	Shield	
ITEM DROPS None																			

	<div>IRON HAMMER</div> <div>GHOST SHIP EXTREME - CHAPTER 13+</div>		STATS					ELEMENTAL ATTACK					ELEMENTAL RESIST						
			HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy	
			-	99	27592	609	1200	0	0	0	0	0	0	100	100	100	100	50	
			STATUS EFFECT RESIST								ATTACK TYPE RESIST								
EXP	Zehn Min	Zehn Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier	
600000	2737	2737	100	100	100	100	100	100	100	100	-50	90	90	40	40	40	40	-	
ITEM DROPS None																			


 <div><div>PARAGRYPHON</div><div>GHOST SHIP EXTREME - CHAPTER 13+</div></div>	STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST							
	HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy			
	-	99	27928	548.1	1200	182	0	0	50	0	0	100	100	100	50	100			
			STATUS EFFECT RESIST								ATTACK TYPE RESIST								
EXP	Zehn Min	Zehn Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier	
600000	2737	2737	100	100	100	100	100	100	100	100	40	40	40	40	40	40	40	-	
ITEM DROPS None																			


 <div><div>PANDOR</div><div>GHOST SHIP EXTREME - CHAPTER 13+</div></div>	STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST							
	HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy			
	-	99	28266	548.1	1200	1400	0	0	0	0	10	100	100	100	100	50			
			STATUS EFFECT RESIST								ATTACK TYPE RESIST								
EXP	Zehn Min	Zehn Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier	
600000	2737	2737	100	100	100	100	100	100	100	100	40	40	40	40	40	40	40	Barrier	
ITEM DROPS Hunter Coin (100%)																			


<div></div> <div><div>GOKILLA</div><div>GHOST SHIP EXTREME - CHAPTER 13+</div></div>			STATS					ELEMENTAL ATTACK					ELEMENTAL RESIST						
			HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy	
			-	99	10000	598.5	1300	193	0	0	50	0	50	100	100	100	100	100	
			STATUS EFFECT RESIST								ATTACK TYPE RESIST								
EXP	Zehn Min	Zehn Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier	
600000	277	277	100	100	100	100	100	100	100	100	40	90	90	40	40	40	40	-	
ITEM DROPS None																			


	<div>GUILLOTINE EDDIE</div> <div>GHOST SHIP EXTREME - CHAPTER 13+</div>		STATS					ELEMENTAL ATTACK					ELEMENTAL RESIST							
			HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy		
			-	99	28938	598.5	1300	193	0	0	0	0	50	100	100	100	100	50		
			STATUS EFFECT RESIST									ATTACK TYPE RESIST								
EXP	Zehn Min	Zehn Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier		
600000	2776	2776	100	100	100	100	100	100	100	100	40	40	40	40	40	40	40	Shield		
ITEM DROPS None																				

MONSTER DATA


 BEAST LEOTA GHOST SHIP EXTREME - CHAPTER 13+			STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST				
			HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy
			-	99	29276	598.5	1300	210	50	0	0	0	0	50	100	100	100	100
			STATUS EFFECT RESIST								ATTACK TYPE RESIST							
EXP	Zeln Min	Zeln Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier
600000	2776	2776	100	100	100	100	100	100	100	100	40	40	40	40	40	40	40	-
ITEM DROPS None																		


 CRYSTAL GHOST SHIP EXTREME - CHAPTER 13+			STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST				
			HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy
			-	99	7000	0	1000	0	0	0	50	0	0	50	100	100	100	100
			STATUS EFFECT RESIST								ATTACK TYPE RESIST							
EXP	Zeln Min	Zeln Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier
0	0	0	100	100	100	100	100	100	100	100	40	90	40	40	40	40	40	-
ITEM DROPS None																		

 JABOR GHOST SHIP EXTREME - CHAPTER 13+			STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST				
			HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy
			-	99	29612	321.3	1400	350	50	50	50	50	50	100	50	100	100	50
			STATUS EFFECT RESIST								ATTACK TYPE RESIST							
EXP	Zeln Min	Zeln Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier
100000	2965	2965	100	100	100	100	100	100	100	100	40	40	40	40	40	40	80	Barrier
ITEM DROPS None																		

 DOPPELGANGER GHOST SHIP EXTREME - CHAPTER 13+			STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST				
			HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy
			-	99	29612	420.84	2000	210	75	75	75	75	75	100	50	100	100	50
			STATUS EFFECT RESIST								ATTACK TYPE RESIST							
EXP	Zeln Min	Zeln Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier
120000	3425	3425	100	100	100	100	100	100	100	100	40	40	40	40	40	40	80	-
ITEM DROPS None																		

QUARRIES


 FLABBERGAZER QUARRIES			STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST				
			HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy
				99	15000	180	250	30	0	0	0	0	99	100	100	50	100	100
			STATUS EFFECT RESIST								ATTACK TYPE RESIST							
EXP	Zeln Min	Zeln Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier
10000	896	1120	100	100	100	-50	100	100	100	100	40	90	90	40	80	40	40	-
ITEM DROPS Guardian 44 (100%)																		


 PAUL THE RIPPER QUARRIES			STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST				
			HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy
				99	40000	460	1000	130	0	0	0	0	99	100	100	100	100	100
			STATUS EFFECT RESIST								ATTACK TYPE RESIST							
EXP	Zeln Min	Zeln Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier
10000	1568	1960	100	100	100	100	100	100	100	100	40	40	40	40	80	40	40	-
ITEM DROPS Winter's Chill (100%)																		


OFFICIAL ROGUE GALAXY™


STRATEGY GUIDE





 STRIKE OGRE QUARRIES			STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST				
			HuntingID	Lvl	MaxHP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy
				99	15000	200	250	0	0	0	0	0	0	100	100	100	100	20
			STATUS EFFECT RESIST								ATTACK TYPE RESIST							
EXP	Zeln Min	Zeln Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier
10000	896	1120	100	100	100	100	100	100	100	100	40	90	90	40	80	40	40	-
ITEM DROPS Grandius (100%)																		

 DARK MESSIAH QUARRIES			STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST				
			HuntingID	Lvl	MaxHP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy
				99	15000	180	250	30	0	0	0	0	99	100	100	50	100	100
			STATUS EFFECT RESIST								ATTACK TYPE RESIST							
EXP	Zeln Min	Zeln Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier
10000	896	1120	100	100	100	100	100	100	100	100	40	40	40	40	80	40	40	-
ITEM DROPS Prominence Shield (100%)																		


 HAMMERHEAD QUARRIES			STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST				
			HuntingID	Lvl	MaxHP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy
				99	18000	276	300	50	0	0	99	0	0	100	100	100	20	100
			STATUS EFFECT RESIST								ATTACK TYPE RESIST							
EXP	Zeln Min	Zeln Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier
10000	1120	1400	100	100	100	100	100	100	100	100	40	40	40	40	80	40	40	-
ITEM DROPS Cosmo Jacket (100%)																		


 BEAST LEONE QUARRIES			STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST				
			HuntingID	Lvl	MaxHP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy
				99	40000	450	1000	150	99	0	0	0	0	50	100	100	100	100
			STATUS EFFECT RESIST								ATTACK TYPE RESIST							
EXP	Zeln Min	Zeln Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier
10000	1568	1960	100	100	100	100	100	100	100	100	40	40	40	40	40	40	40	-
ITEM DROPS Heavenly Guide Bow (100%)																		


 CRYSTAL QUARRIES			STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST				
			HuntingID	Lvl	MaxHP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy
				99	4000	0	1000	0	0	0	0	0	0	100	100	100	100	100
			STATUS EFFECT RESIST								ATTACK TYPE RESIST							
EXP	Zeln Min	Zeln Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier
0	0	0	100	100	100	100	100	100	100	100	0	90	0	0	0	0	0	-
ITEM DROPS None																		


 MEGALOMANTIS QUARRIES			STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST				
			HuntingID	Lvl	MaxHP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy
				99	18000	285	300	50	0	50	0	0	0	100	50	100	100	100
			STATUS EFFECT RESIST								ATTACK TYPE RESIST							
EXP	Zeln Min	Zeln Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier
10000	1120	1400	100	100	100	100	100	100	100	100	40	40	40	40	80	40	40	-
ITEM DROPS Riding Outfit (100%)																		


MONSTER DATA


 TENGULSAM QUARRIES			STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST				
			HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy
				99	18000	270	300	40	0	0	75	99	0	50	100	100	100	100
			STATUS EFFECT RESIST								ATTACK TYPE RESIST							
EXP	Zehn Min	Zehn Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier
10000	1120	1400	100	100	100	100	100	100	100	100	40	90	90	40	80	40	40	-
ITEM DROPS Mist Edges (100%)																		

 GARUSKI QUARRIES			STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST				
			HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy
				99	18000	300	300	0	0	0	0	0	0	100	100	100	100	100
			STATUS EFFECT RESIST								ATTACK TYPE RESIST							
EXP	Zehn Min	Zehn Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier
10000	1120	1400	100	100	100	100	100	100	100	100	40	40	40	40	80	40	40	-
ITEM DROPS Tribal Two-Piece (100%)																		


 LEPOGNON MAMMOTH QUARRIES			STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST				
			HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy
				99	22000	64	350	320	0	99	0	0	0	50	100	100	100	100
			STATUS EFFECT RESIST								ATTACK TYPE RESIST							
EXP	Zehn Min	Zehn Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier
10000	1164	1455	100	100	-80	100	100	100	100	100	40	40	40	40	80	40	40	-
ITEM DROPS Genocide Beams (100%)																		


 KING RAIDEN QUARRIES			STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST				
			HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy
				99	22000	320	350	0	0	0	99	0	0	100	100	100	100	100
			STATUS EFFECT RESIST								ATTACK TYPE RESIST							
EXP	Zehn Min	Zehn Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier
10000	1164	1455	100	100	100	100	100	100	100	100	40	90	90	40	80	40	40	-
ITEM DROPS Wicked Moon (100%)																		


 DEMONLORD RONFAOH QUARRIES			STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST				
			HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy
				99	23000	400	380	0	0	0	0	0	0	100	100	100	100	100
			STATUS EFFECT RESIST								ATTACK TYPE RESIST							
EXP	Zehn Min	Zehn Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier
10000	1344	1680	100	100	100	100	100	100	100	100	40	40	40	40	80	40	40	-
ITEM DROPS Typhoon Shield (100%)																		


 BRUTISH HAWK QUARRIES			STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST				
			HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy
				99	23000	360	380	100	0	0	0	99	0	100	100	100	100	100
			STATUS EFFECT RESIST								ATTACK TYPE RESIST							
EXP	Zehn Min	Zehn Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier
10000	1344	1680	100	100	100	100	100	100	100	100	40	40	40	40	80	40	40	-
ITEM DROPS Archfiend's Blade (100%)																		





 BURNING TORTOISE QUARRIES			STATS					ELEMENTAL ATTACK					ELEMENTAL RESIST					
			HuntingID	Lvl	MaxHP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy
				99	23000	80	380	500	100	0	0	0	0	100	0	100	100	100
			STATUS EFFECT RESIST								ATTACK TYPE RESIST							
EXP	Zehn Min	Zehn Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier
10000	1344	1680	100	100	100	100	100	100	-80	100	40	40	40	40	80	40	40	-
ITEM DROPS Evil Breath (100%)																		

<div></div> <div>WINGED GARUDA VII</div> <div>QUARRIES</div>			STATS					ELEMENTAL ATTACK					ELEMENTAL RESIST						
			HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy	
				99	23000	200	380	400	0	0	0	99	0	100	100	100	50	100	
			STATUS EFFECT RESIST								ATTACK TYPE RESIST								
EXP	Zehn Min	Zehn Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier	
10000	1344	1680	100	100	100	100	100	100	100	100	40	40	40	40	80	40	40	Barrier	
ITEM DROPS Piercing Genius (100%)																			


	KEMKUL MUK				STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST				
					HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy
						99	28000	450	420	0	0	0	0	0	0	100	100	100	100	100
QUARRIES																				
			STATUS EFFECT RESIST									ATTACK TYPE RESIST								
EXP	Zehn Min	Zehn Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier		
10000	1456	1820	100	100	100	100	100	100	100	100	40	40	40	40	80	40	40	-		
ITEM DROPS Unicorn Hatchet (100%)																				


<div></div> <div><h1>PANDORA</h1><p>QUARRIES</p></div>			STATS					ELEMENTAL ATTACK					ELEMENTAL RESIST						
			HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy	
				99	28000	360	420	400	0	0	0	0	10	100	100	100	100	20	
			STATUS EFFECT RESIST								ATTACK TYPE RESIST								
EXP	Zehn Min	Zehn Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier	
10000	1456	1820	100	100	100	100	100	100	100	100	40	40	40	40	80	40	40	Barrier	
ITEM DROPS Sealing Sunsphere (100%), Dark Music Box (100%), Trumpet of Glory (100%)																			


 <div>LIL' DEVILS No. 1</div> <div>QUARRIES</div>	STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST							
	HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy			
		99	28000	427.5	420	100	0	0	0	0	50	50	100	100	100	20			
		STATUS EFFECT RESIST									ATTACK TYPE RESIST								
EXP	Zehn Min	Zehn Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier	
3300	485	606	100	100	100	100	100	100	100	100	40	40	40	40	80	40	40	-	
ITEM DROPS UFO Attack Set (100%)																			


	LIL' DEVILS No. 2		QUARRIES		STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST				
					HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy
						99	28000	427.5	420	100	0	0	0	0	50	100	50	100	100	50
			STATUS EFFECT RESIST									ATTACK TYPE RESIST								
EXP	Zehn Min	Zehn Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier		
3300	485	606	100	100	100	100	100	100	100	100	40	40	40	40	80	40	40	-		
ITEM DROPS None																				

MONSTER DATA


 LIL' DEVILS No. 3 QUARRIES			STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST				
			HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy
				99	28000	427.5	420	100	0	0	0	0	50	100	100	50	100	50
			STATUS EFFECT RESIST								ATTACK TYPE RESIST							
EXP	Zeln Min	Zeln Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier
3300	485	606	100	100	100	100	100	100	100	100	40	40	40	40	80	40	40	-
ITEM DROPS None																		


 SACRED THUNDER DRAGON QUARRIES			STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST				
			HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy
				99	40000	250	1000	600	0	0	100	0	0	100	100	50	100	100
			STATUS EFFECT RESIST								ATTACK TYPE RESIST							
EXP	Zeln Min	Zeln Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier
10000	1568	1960	100	100	100	100	100	100	100	100	40	40	40	40	80	40	40	Barrier
ITEM DROPS Demon Rouser (100%)																		

 SKELDON QUARRIES			STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST				
			HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy
				99	28000	405	420	120	0	0	0	0	99	50	100	100	100	100
			STATUS EFFECT RESIST								ATTACK TYPE RESIST							
EXP	Zeln Min	Zeln Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier
10000	485	606	100	100	100	100	100	100	100	100	40	40	40	40	40	40	40	-
ITEM DROPS Vice Predator (100%)																		


 OEDIOUS'S VESSEL QUARRIES			STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST				
			HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy
				99	40000	400	1000	150	99	0	0	0	99	50	100	100	100	100
			STATUS EFFECT RESIST								ATTACK TYPE RESIST							
EXP	Zeln Min	Zeln Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier
10000	522	652	100	100	100	100	100	100	100	100	40	40	40	40	40	40	40	-
ITEM DROPS Pluto Drivers (100%)																		


ALISTIA - CHAPTER 8


 KULL JELLY ALISTIA - CHAPTER 8			STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST				
			HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy
			201	33	3000	211.68	208	140	0	0	75	0	0	100	100	0	100	100
			STATUS EFFECT RESIST								ATTACK TYPE RESIST							
EXP	Zeln Min	Zeln Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier
84	246	307	-	-	-	-	-	-	-	-	0	0	0	0	0	0	0	-
ITEM DROPS Tri-Charge (10%), Nebuladon Egg (4%), Max Heal (4%), Lapis Lazuli (3%), Smoked Rainbow Newt (2%), Tri-Resurrection (1%), Iron Cube (1%)																		


 MAN-O-WAR ALISTIA - CHAPTER 8			STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST				
			HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy
			202	37	3600	236.544	218	140	0	0	50	0	0	100	100	100	50	100
			STATUS EFFECT RESIST								ATTACK TYPE RESIST							
EXP	Zeln Min	Zeln Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier
94	277	346	-	-	-	-	-	-	-	-	0	0	0	0	0	0	0	-
ITEM DROPS Tri-Charge (10%), Nebuladon Egg (4%), Max Heal (4%), Lapis Lazuli (3%), Smoked Rainbow Newt (2%), Tri-Resurrection (1%), Iron Cube (1%)																		





<div></div> <div>CLAPPER</div> <div>ALISTIA - CHAPTER 8</div>			STATS					ELEMENTAL ATTACK					ELEMENTAL RESIST						
			HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy	
			203	40	4200	251.328	229	140	0	50	0	0	0	100	0	100	100	100	
			STATUS EFFECT RESIST								ATTACK TYPE RESIST								
EXP	Zeln Min	Zeln Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier	
100	302	377	-	-	-	-	-	-	-	-	0	20	20	0	0	0	0	Step On	
ITEM DROPS Max Heal (10%), Guardian Sphere (4%), Divine Healing (4%), Medusa's Locks (2%), Queen Bee Stinger (1%), Hellpot Flame (1%), Lapis Lazuli (1%)																			

	SKALAPPER		STATS								ELEMENTAL ATTACK						ELEMENTAL RESIST				
			HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy			
			204	42	4560	266.112	229	140	0	50	0	0	0	100	100	50	100	100			
ALISTIA - CHAPTER 8			STATUS EFFECT RESIST											ATTACK TYPE RESIST							
EXP	Zeln Min	Zeln Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier			
107	317	396	-	-	-	-	-	-	-	-	0	20	20	0	0	0	0	Step On			
ITEM DROPS Max Heal (10%), Iron Board (4%), Electroless (4%), Tri-Heal (4%), Recharge Drink (3%), Mellow Banana (2%), Lapis Lazuli (1%)																					


<div></div> <div>CHADEATH</div> <div>ALISTIA - CHAPTER 8</div>			STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST					
			HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy	
			205	42	4200	319.2	239	0	0	0	0	0	0	100	100	100	100	100	
			STATUS EFFECT RESIST								ATTACK TYPE RESIST								
EXP	Zeln Min	Zeln Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier	
106	318	397	-	-	-	-	-	-	-	-	0	0	0	0	0	0	0	-	
ITEM DROPS Heal Potion (10%), Divine Protection (4%), Wake-Up Drops (4%), Primeval Beef (3%), Flame God's Stone (2%), Firestone (1%), Carbon Alloy (1%)																			


 <div>PIRANHGER</div> <div>ALISTIA - CHAPTER 8</div>			STATS					ELEMENTAL ATTACK					ELEMENTAL RESIST						
			HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy	
			206	39	3600	266.112	229	140	0	50	0	0	0	100	100	-50	100	100	
			STATUS EFFECT RESIST								ATTACK TYPE RESIST								
EXP	Zeln Min	Zeln Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier	
100	293	366	-	-	-	-	-	-80	-	-	0	0	0	0	0	0	0	-	
ITEM DROPS Heal Potion (10%), Divine Protection (4%), Paralysis Cure (3%), Dreamflower Ash (2%), Perfect Heal (1%), Dark Onyx (1%), Iron Board (1%)																			


 <div>PANTHER EEL</div> <div>ALISTIA - CHAPTER 8</div>			STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST					
			HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy	
			207	39	3840	295.68	229	0	0	0	0	0	0	100	100	50	100	100	
			STATUS EFFECT RESIST								ATTACK TYPE RESIST								
EXP	Zeln Min	Zeln Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier	
101	297	371	-	-	-	-	-	-	-	-	0	0	0	0	0	0	0	-	
ITEM DROPS Paralysis Cure (10%), Medusa's Locks (4%), Max Heal (3%), Recharge Drink (3%), Electric Eel (2%), Primeval Beef (1%), Diamond (1%)																			


 <div>ANGLER</div> <div>ALISTIA - CHAPTER 8</div>			STATS					ELEMENTAL ATTACK					ELEMENTAL RESIST						
			HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy	
			208	38	3360	266.112	229	140	0	50	0	0	0	100	100	50	100	100	
			STATUS EFFECT RESIST								ATTACK TYPE RESIST								
EXP	Zeln Min	Zeln Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier	
98	288	360	-	-	-	-	-	-80	-	-	0	0	0	0	0	0	0	-	
ITEM DROPS Heal Potion (10%), Diamond (4%), Wake-Up Drops (4%), Spirit Bell (3%), Max Heal (3%), Tri-Heal (2%), CO2 Powder (2%), Dark Onyx (1%)																			


MONSTER DATA


 DEATH WING ALISTIA - CHAPTER 8			STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST				
			HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy
			209	43	4560	287.28	229	140	0	75	0	0	0	100	100	100	50	50
			STATUS EFFECT RESIST								ATTACK TYPE RESIST							
EXP	Zeln Min	Zeln Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier
107	323	403	-	80	-	-50	100	-	-	-	0	0	0	0	0	0	0	-
ITEM DROPS Heal Potion (10%), Military-Grade Battery (4%), Speaker Pod (4%), Mirror Unit (4%), Thunder Stone (4%), Hoho Bird Feather (3%), Iron Board (2%), Iron Cube (2%), Seventhmoon (1%)																		

 CORAL MOUNTAIN ALISTIA - CHAPTER 8			STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST				
			HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy
			210	47	4800	302.4	273	140	75	0	0	0	0	100	50	100	100	100
			STATUS EFFECT RESIST								ATTACK TYPE RESIST							
EXP	Zeln Min	Zeln Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier
120	354	442	-	-	100	-	-	-	-50	-	0	90	90	0	0	0	0	Jump
ITEM DROPS Recharge Drink (10%), Max Heal (4%), Alluring Lamp (4%), Ruby (3%), Flame God's Stone (3%), Hellpot Flame (2%), Firestone (2%), Resurrection (1%)																		

 JIG DOLL ALISTIA - CHAPTER 8			STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST				
			HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy
			211	40	3840	280.896	229	140	0	0	0	0	50	50	100	100	100	100
			STATUS EFFECT RESIST								ATTACK TYPE RESIST							
EXP	Zeln Min	Zeln Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier
101	305	381	-	-	-	-	-	-	-	-	0	0	0	0	0	0	0	-
ITEM DROPS Forbidden Add-On (10%), Captain's Sock (4%), Max Heal (4%), Cursed Mask (4%), Resurrection (3%), Speaker Pod (2%)																		

 PELIKINGER ALISTIA - CHAPTER 8			STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST				
			HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy
			212	39	3720	266.112	229	140	0	0	0	50	0	100	100	100	100	100
			STATUS EFFECT RESIST								ATTACK TYPE RESIST							
EXP	Zeln Min	Zeln Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier
100	296	370	-	-	-	-	-	-	-	-	0	0	0	0	0	0	0	-
ITEM DROPS Recharge Drink (10%), Heal Potion (5%), Hoho Bird Feather (5%), Divine Healing (3%), Diamond (3%), Snow Crest (2%)																		

 MIMIC ALISTIA - CHAPTER 8			STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST				
			HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy
			-	99	18240	369.6	455	1120	0	0	0	0	10	100	100	100	100	50
			STATUS EFFECT RESIST								ATTACK TYPE RESIST							
EXP	Zeln Min	Zeln Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier
472	1394	1742	40	40	40	40	40	40	40	40	0	0	0	0	0	0	40	-
ITEM DROPS Hunter Coin (100%), Silver Bangle (10%), Cumulus Pendant (4%), Recharge Drink (4%), Heal Potion (3%), Divine Healing (2%), Iron Cube (1%)																		

 GANYMEDIS ALISTIA - CHAPTER 8			STATS					ELEMENTAL ATTACK						ELEMENTAL RESIST				
			HuntingID	Lvl	Max HP	Atk	Def	Power	Fire	Ice	Elec	Wind	Holy	Fire	Ice	Elec	Wind	Holy
			-	99	15806	302.4	650	84	100	0	0	0	0	100	50	100	100	50
			STATUS EFFECT RESIST								ATTACK TYPE RESIST							
EXP	Zeln Min	Zeln Max	Sleep	Confuse	Fire	Elec	Poison	Numb	Ice	Knockout	Sword	Gun	Arrow	Bomb	Laser	Throw	Magic	Barrier
5027	1820	1820	100	100	100	100	100	100	100	100	40	40	40	40	40	40	40	-
ITEM DROPS Spirit Calibur (100%)																		



ABILITIES

DATA



The following table breaks down a complete list of which items you need to obtain in order to complete the Revelation Flow for every character in the game. Along with the names of the items, there are totals of how many items needed to complete the Revelation Flow both for every individual character and all characters. Finally, the last two columns present data regarding where you need to go to obtain a given sort of item. If it can be purchased, then an ideal store to buy it from is listed. If it can only be gotten as a drop item, then which monster you want to fight in order to get it is listed instead. The last column notes the drop rate associated with the given item if it can only be gotten as a drop.



REVELATION ITEMS

Item Name	Jaster	Kisala	Steve	Simon	Zegram	Lilika	Jupis	Deego	Total	Shop or Monster	Drop Chance
Absolute Zero Stone	2	1	2	4	2	-	-	-	11	Shandeera - Ghost Ship	
Alluring Lamp	2	4	2		1	2		3	14	Moleman - Vedan	10%
Ancient Scroll I	1	1	1	1	1	1	1	1	8	Alice - Zerard, Corbis - Vedan	
Ancient Scroll II	1	1	1	1	1	1	1	1	8	Fisaal - Rosa, Koleiwa - Juraika	
Ancient Scroll III	1	1	1	1	1	1	1	1	8	Almazuk - Rosa, Narcissus - Mariglenn	
Antidote	-	2	-	-	-	-	-	-	2	Uttaro - Juraika	
Biomemory	-	1	1	-	-	-	1	1	4	Joseph - Zerard	
Brave Symbol	-	-	-	-	1	-	-	-	1	Hanbarney - Zerard	
Captain's Sock	1	3	-	-	1	-	-	1	6	Dancing Doll - Juraika	4%
Carbon Alloy	-	-	3	1	-	-	-	2	6	Joseph - Zerard	
CO2 Powder	-	-	-	6	-	-	-	-	6	Shilhawa - Rosa	
Crystal Staff	1	1	2	2	1	3	4	2	16	Luminous - Mariglenn	4%
Cumulus Pendant	-	-	-	1	1	-	1	-	3	Glaring Claw - Vedan	4%
Cursed Mask	-	-	-	1	-	4	-	1	6	Dancing Doll - Juraika	4%
Cyclonic Pump	-	-	-	-	1	-	-	-	1	Bivine - Zerard	
Dark Music Box	-	1	1	1	3	2	1	3	12	Great Raiden - Vedan	4%
Diamond	4	4	4	-	2	2	1	3	20	Uttaro - Juraika	
Divine Blessing	-	-	-	1	-	-	1	-	2	Hanbarney - Zerard	
Divine Healing	1	7	-	-	-	4	-	2	14	Brux - Vedan	
Divine Protection	2	5	-	1	1	2	1	2	14	Ulgene - Zerard	
Dorgengoa's Coin	1	-	-	-	-	-	-	-	1	see p. XX	
Dragon God Skull	1	1	1	5	4	4	-	4	20	Devil - Mariglenn	10%
Dream Mushroom	2	-	-	1	-	-	-	-	3	Selshu - Zerard	
Dreamflower Ash	4	4	1	1	1	-	-	-	11	Techiton - Mariglenn	
Electric Eel	-	1	5	4	1	4	1	1	17	Shazelle - Zerard	
Electroless	-	1	3	-	-	-	-	-	4	Uttaro - Juraika	
Energy Charger	-	-	-	-	-	-	2	-	2	Joseph - Zerard	
Flame God's Stone	7	1	1	3	5	8	2	5	32	Uttaro - Juraika	
Forbidden Add-On	-	-	2	1	-	-	2	1	6	Dancing Doll - Juraika	10%
Galactic Compass	2	1	1	-	1	2	5	1	13	Bit - Mariglenn	3%
Guardian Sphere	-	-	-	-	-	-	2	-	2	Ulgene - Zerard	
Hard Candy	3	2	1	2	3	-	1	-	12	Shazelle - Zerard	
Hellpot Flame	-	-	1	5	3	-	1	1	11	Joshua - Zerard	

ABILITY DATA

Item Name	Jaster	Kisala	Steve	Simon	Zegram	Lilika	Jupis	Deego	Total	Shop or Monster	Drop Chance
Hoho Bird Feather	5	4	-	-	3	3	4	-	19	Kattaro - Juraika	
Hot Breath	8	1	-	1	1	2	5	6	24	Joseph - Zerard	
Iron Board	4	1	3	1	2	-	-	1	12	Joseph - Zerard	
Iron Cube	1	3	4	2	-	-	3	5	18	Joseph - Zerard	
Izerium Alloy	-	1	1	2	2	1	1	1	9	Joshua - Zerard	
Juraikan Coffee Beans	1	-	-	-	-	-	3	-	4	Mokka	
Keepsake Coin	-	-	-	-	-	-	-	1	1	see p. XX	
Lapis Lazuli	1	5	4	3	-	-	-	1	14	Limaka - Juraika	
Lubricant	2	1	3	2	1	2	1	1	13	Corbis - Vedan	
Lucky Clover	2	4	2	5	4	3	7	4	31	Flammy - Mariglenn	4%
Lunar Ribbon		7	3	1	3	4	1	-	19	Lazark - Rosa	
Magic Lipstick	1	4	-	1	-	-	-	-	6	Mandorla - Juraika	10%
Medusa's Locks	-	-	3	2	3	2	-	1	11	Joshua - Zerard	
Mellow Banana	1	2	3	2	1	1	4	1	15	Lazark - Rosa	
Mermaid's Scale	2	2	2	2	2	2	3	4	19	Aurora Slime - Mariglenn	6%
Military-Grade Battery	-	-	-	-	-	-	2	5	7	Modant - Vedan	
Mirror Unit	3	3	3	-	5	5	3	2	24	Techiton - Mariglenn	
Myriad Branch	1	6	3	1	2	5	2	1	21	Joshua - Zerard	
Nebuladon Egg	2	-	-	2	5	2	2	4	17	Dark Vulture - Rosa	10%
O3 CPU	-	-	7	3	-	-	1	-	11	Joseph - Zerard	
Paralysis Cure	-	-	-	2	-	-	1	-	3	Uttaro - Juraika	
Pirate's Grog	-	-	-		2	-	1	1	4	Shazelle - Zerard	
Premiere Toy Box	-	1	1	-	-	-	3	-	5	Type-J - Zerard	10%
Primeval Beef	1	1		1	-	2	-	3	8	Shazelle - Zerard	
Queen Bee Stinger	1	1	1	1	1	4	1	-	10	Joshua - Zerard	
Recharge Drink	5	2	4	2	-	-	-	-	13	Shilhawa - Rosa	
Relaxing Aroma	3	3	3	2	6	5	2	3	27	Lazark - Rosa	
Resurrection	1	1	-	-	-	-	-	-	2	Shilhawa - Rosa	
Retro Boombox	-	-	-	-	-	-	5	1	6	Joseph - Zerard	
Revolva Alloy	-		2	1	2	-	1	3	9	Hanbarney - Zerard	
Rose of Passion	5	2	1	1	5	4	5	3	26	Techiton - Mariglenn	
Ruby	1	2	-	2	7	2	1	-	15	Limaka - Juraika	
Sanchez Fruit	6	2	1	5	2	9	1	3	29	Shilhawa - Rosa	
Sealing Sunsphere	6	3	3	5	2	3	6	2	30	Lazark - Rosa	
Silver Bangle	1	1	1	2	2	1	-	-	8	Statue Dog - Rosa	10%
Skull Necklace	-	1	1	-	1	4	2	1	10	Shisa - Rosa	7%
Smoked Rainbow Newt	1	2	5	2	2	2	2	-	16	Shazelle - Zerard	
Snow Crest	1	1	4	5	-	-	1	-	12	Joshua - Zerard	
Speaker Pod	-	-	-	-	-	-	5	1	6	Bivine - Zerard	
Spirit Bell	1	4	-	-	1	1	-	-	7	Charles - Mariglenn	
Stamina Extract	3	2	3	5	4	4	2	2	25	Limaka - Juraika	
Star Earrings	2	4	-	-	-	-	-	-	6	Smiley - Juraika	3%
Stella Crystal	1	4	-	-	-	-	-	1	6	Slyman - Rosa	
Sticky Gum	2	-	3	2	2	2	5	-	16	Shazelle - Zerard	
Strength Star	1	1	1	-	1	-	-	6	10	Hanbarney - Zerard	
Super CPU	-	-	-	-	-	-	1	1	2	Joshua - Zerard	
Thunder Stone	3	1	3	3	2	-	6	1	19	Joshua - Zerard	
Trumpet of Glory	1	1	2	-	2	1	2	5	14	Almazuk - Rosa	
Ultraspycy Pepper	2	-	-	-	1	1	3	2	9	Wanboko - Rosa	
Wake-Up Drops	3	1	4	4	1	3	2	-	18	Lazark - Rosa	
Walkie-Talkie	-	-	1	-	-	-	-	-	1	Modant - Vedan	
Yago Milk	2	2	1	2	1	6	2	5	21	Lazark - Rosa	



JASTER ABILITIES CHART

REVELATION DATA

1. Flash Sword Lv3

Sealing Sunsphere
Thunder Stone
Queen Bee Stinger
Iron Board

2. Fire Up

Trumpet of Glory
Hot Breath

3. Supernova

Sealing Sunsphere
Mirror Unit
Flame God's Stone
Diamond

4. Supernova Lv2

Lucky Clover
Star Earrings
Mirror Unit
Flame God's Stone
Diamond

5. Shooting Star Lv2

Hoho Bird Feather
Recharge Drink
Hot Breath
Mermaid's Scale

6. Shooting Star

Dorgengoa's Coin
Recharge Drink

7. Flash Sword Lv2

Flame God's Stone
Iron Cube

8. Burning Strike Lv1

Ancient Scroll I

9. Flash Sword

Thunder Stone

10. Attack Up Lv2

Sealing Sunsphere
Ultrapscipy Pepper
Flame God's Stone
Wake-Up Drops

11. Supernova Lv3

Galactic Compass
Flame God's Stone
Thunder Stone
Flame God's Stone
Diamond
Resurrection

12. AP Efficiency Lv2

Lucky Clover
Lubricant
Relaxing Aroma
Hard Candy

13. Fire Resistance Lv3

Sealing Sunsphere
Snow Crest
Iron Board
Hard Candy

14. Attack Up Lv3

Flame God's Stone
Ultrapscipy Pepper
Wake-Up Drops
Juraikan Coffee Beans
Crystal Staff

15. Attack Up Lv1

Alluring Lamp
Strength Star

16. Burning Strike Lv2

Ancient Scroll II

17. Burning Strike Lv3

Ancient Scroll III

18. Confusion Defense

Absolute Zero Stone
Relaxing Aroma

19. Fire Resistance Lv2

Stella Crystal
Absolute Zero Stone

20. AP Efficiency Lv1

Alluring Lamp
Relaxing Aroma

21. Fire Resistance Lv1

Dream Mushroom

22. Fated Passion Lv3

Hot Breath
Divine Protection
Spirit Bell

Galactic Compass

Rose of Passion

Magic Lipstick

23. Defense Up Lv1

Mirror Unit
Recharge Drink

24. Break Throw Lv2

Ruby
Sanchez Fruit
Stamina Extract

25. Break Throw

Silver Bangle

26. Defense Up Lv2

Sealing Sunsphere
Myriad Branches

Iron Board

Divine Healing

27. Desert Wind

Dreamflower Ash
Sanchez Fruit
Hot Breath

28. Desert Wind Lv2

Dreamflower Ash
Dragon God Skull
Sanchez Fruit
Hot Breath
Sanchez Fruit

29. Fated Passion Lv2

Mermaid's Scale
Rose of Passion
Dreamflower Ash
Divine Protection
Hot Breath

30. Illusion Sword

Star Earrings
Diamond

31. Illusion Sword Lv2

Lubricant
Iron Board
Lapis Lazuli

32. Whirlwind

Hoho Bird Feather
Recharge Drink

33. Desert Wind Lv3

Rose of Passion
Dream Mushroom
Hoho Bird Feather
Hot Breath
Sanchez Fruit

34. HP Up Lv1

Primeval Beef
Stamina Extract

35. Wind Up

Hoho Bird Feather
Wake-Up Drops

36. HP Up Lv2

Sealing Sunsphere
Sanchez Fruit
Stamina Extract
Yago Milk

37. Fated Passion

Rose of Passion
Dreamflower Ash
Hot Breath

38. Whirlwind Lv2

Captain's Sock
Hoho Bird Feather
Recharge Drink
Hard Candy

39. Unconscious Defense

Nebuladon Egg
Yago Milk

40. Wind Resistance Lv1

Nebuladon Egg
Sticky Gum

41. Wind Resistance Lv2

Rose of Passion
Smoked Rainbow Newt
Sticky Gum
Mellow Banana

ABILITY DATA



KISALA ABILITIES CHART

REVELATION DATA

1. Burning Strike Lv3

Ancient Scroll III

2. Burning Strike Lv2

Ancient Scroll II

3. Burning Strike Lv1

Ancient Scroll I

4. Evil Resistance Lv2

Lapis Lazuli

Stella Crystal

Dragon God Skull

Divine Protection

5. Evil Resistance Lv1

Myriad Branch

Divine Healing

6. Shock Defense

Smoked Rainbow Newt

Electroless

7. Dagger Slash

Snow Crest

Iron Cube

8. Paralysis Defense

Dark Music Box

Yago Milk

9. Angel's Kiss

Magic Lipstick

Divine Healing

10. Star Charm

Star Earrings

11. Defense Up Lv1

Mirror Unit

Recharge Drink

12. Defense Up Lv2

Sealing Sunsphere

Myriad Branch

Mellow Banana

13. Star Charm Lv3

Sealing Sunsphere

Star Earrings

Diamond

Iron Cube

14. Star Charm Lv2

Stella Crystal

Star Earrings

Strength Star

15. Angel's Kiss Lv2

Alluring Lamp

Magic Lipstick

Divine Healing

16. Angel's Kiss Lv3

Mermaid's Scale

Dreamflower Ash

Magic Lipstick

Divine Protection

17. Dagger Slash Lv2

Alluring Lamp

Absolute Zero Stone

Iron Board

18. Spinning Moon

Lunar Ribbon

Hoho Bird Feather

Lapis Lazuli

Divine Healing

19. AP Efficiency Lv1

Premiere Toy Box

Hard Candy

20. AP Efficiency Lv2

Trumpet of Glory

Lubricant

Relaxing Aroma

Hard Candy

21. Holy Up

Lapis Lazuli

Alluring Lamp

22. Defense Up Lv3

Lucky Clover

Myriad Branch

Mellow Banana

Diamond

Divine Protection

23. Deadly Stench Lv3

Lucky Clover

Smoked Rainbow Newt

Hoho Bird Feather

Captain's Sock

Dreamflower Ash

Antidote

24. Deadly Stench Lv2

Skull Necklace

Captain's Sock

Dreamflower Ash

Antidote

25. Lightning Up

Lunar Ribbon

Thunder Stone

Iron Cube

26. Spinning Moon Lv2

Biomeory

Spirit Bell

Hoho Bird Feather

Lapis Lazuli

Divine Healing

27. Spinning Moon Lv3

Galactic Compass

Mermaid's Scale

Spirit Bell

Hoho Bird Feather

Lapis Lazuli

Divine Healing

28. Deadly Stench

Captain's Sock

Hot Breath

29. Lightning Resistance Lv2

Stella Crystal

Myriad Branch

30. Lightning Resistance Lv3

Sealing Sunsphere

Myriad Branch

Queen Bee Stinger

Sanchez Fruit

31. Starshine Lv3

Crystal Staff

Mirror Unit

Diamond

Divine Protection

32. Starshine Lv2

Lunar Ribbon

Mirror Unit

Diamond

33. Lightning Resistance Lv1

Myriad Branch

34. Tones of Purity

Spirit Bell

Relaxing Aroma

35. Tones of Purity Lv2

Stella Crystal

Spirit Bell

Relaxing Aroma

36. HP Up Lv2

Rose of Passion

Electric Eel

Stamina Extract

Yago Milk

37. HP Up Lv1

Primeval Beef

Stamina Extract

38. Star-Linked Venus Lv3

Lucky Clover

Lunar Ribbon

Rose of Passion

Ruby

Divine Protection

Resurrection

39. Star-Linked Venus Lv2

Izerium Alloy

Lunar Ribbon

Star Earrings

Alluring Lamp

Divine Healing

40. Star-Linked Venus

Lunar Ribbon

Magic Lipstick

Dreamflower Ash

41. Attack Up Lv1

Lunar Ribbon

Recharge Drink

42. Starshine

Silver Bangle

Ruby

43. Attack Up Lv2

Lucky Clover

Flame God's Stone

Sanchez Fruit

Wake-Up Drops



SIMON ABILITIES CHART

REVELATION DATA

1. Burning Strike Lv3

Ancient Scroll III

2. Fire Defense

Dragon God Skull
CO2 Powder

3. Fire Resistance Lv3

Sealing Sunsphere
Absolute Zero Stone
Hard Candy
Divine Protection

4. HP Up Lv3

Lucky Clover
Electric Eel
Yago Milk
Mellow Banana
Stamina Extract

5. HP Up Lv2

Stamina Extract
Sealing Sunsphere
Electric Eel
Yago Milk

6. Fire Up

Queen Bee Stinger
Wake-Up Drops

7. Amplification Lv2

Flame God's Stone
Sticky Gum

8. Burning Strike Lv2

Ancient Scroll II

9. Burning Strike Lv1

Ancient Scroll I

10. Amplification

Silver Bangle

11. Fire Resistance Lv1

Snow Crest

12. Fire Resistance Lv2

Absolute Zero Stone
Snow Crest

13. HP Up Lv1

Electric Eel
Stamina Extract

14. Missile Squall Lv3

Sealing Sunsphere
Absolute Zero Stone
Revolva Alloy
Paralysis Cure

15. Attack Up Lv2

Lucky Clover
Flame God's Stone
Sanchez Fruit
Wake-Up Drops

16. Attack Up Lv1

Lunar Ribbon
Recharge Drink

17. Shake Shake Lv3

Rose of Passion
Electric Eel
Smoked Rainbow Newt

18. Raging Dragon

Cursed Mask
Hellpot Flame

19. Raging Dragon Lv2

Sealing Sunsphere
Nebuladon Egg
Ruby

Sanchez Fruit

20. Raging Dragon Lv3

Crystal Staff
Flame God's Stone
Nebuladon Egg
Ruby
Sanchez Fruit

21. Shake Shake Lv2

Primeval Beef
Medusa's Locks
Sticky Gum

22. Gelamin X Lv2

Lucky Clover
Smoked Rainbow Newt
Stamina Extract

23. Gelamin X

Magic Lipstick
Stamina Extract

24. Missile Squall Lv2

Dragon God Skull
Snow Crest
Paralysis Cure

25. Missile Squall

Cumulus Pendant
Recharge Drink

26. AP Efficiency Lv1

Forbidden Add-On
Relaxing Aroma

27. Ghost Buster

Izerium Alloy
Dragon God Skull
CO2 Powder

28. Freeze Defense

Lucky Clover
Hot Breath

29. Shake Shake

Medusa's Locks
Mellow Banana
Dream Mushroom
Wake-Up Drops

31. Wall of Smoke Lv2

Absolute Zero Stone
Snow Crest
CO2 Powder

32. Wall of Smoke

Snow Crest
CO2 Powder

33. Defense Up Lv1

Dragon God Skull
Wake-Up Drops

34. Defense Up Lv2

Sealing Sunsphere
Myriad Branch
Iron Board

35. Ghost Buster Lv2

Mermaid's Scale
Silver Bangle
Dragon God Skull
Lapis Lazuli
CO2 Powder

36. AP Efficiency Lv2

Mermaid's Scale
Lubricant
Relaxing Aroma
Hard Candy

37. Wall of Smoke Lv3

Dark Music Box
Dreamflower Ash
Lapis Lazuli
CO2 Powder

38. Ice Resistance Lv1

Lubricant
Hellpot Flame

39. Ice Resistance Lv2

Lunar Ribbon
Hellpot Flame
Sanchez Fruit

40. Last Resort Meteor Lv3

Crystal Staff
Hellpot Flame
o3 CPU
Thunder Stone
Carbon Alloy
Divine Blessing

41. Last Resort Meteor Lv2

Lucky Clover
Hellpot Flame
Thunder Stone
o3 CPU
Iron Cube

42. Last Resort Meteor Lv1

Izerium Alloy
Thunder Stone
o3 CPU
Iron Cube

ABILITY DATA



STEVE ABILITIES CHART

REVELATION DATA

1. Wave Jammer Lv3

Galactic Compass
Walkie-Talkie
o3 CPU
Queen Bee Stinger
Revolva Alloy

2. Zap Lv3

Crystal Staff
Thunder Stone
Medusa's Locks
Electric Eel
Sticky Gum

3. Strange Beam Lv3

Crystal Staff
Lubricant
Smoked Rainbow Newt
o3 CPU
Lapis Lazuli
Carbon Alloy

4. Strange Beam Lv2

Lucky Clover
Smoked Rainbow Newt
o3 CPU
Lapis Lazuli
Carbon Alloy

5. Zap Lv2

Rose of Passion
Thunder Stone
Medusa's Locks
Sticky Gum

6. Wave Jammer Lv2

Dark Music Box
Smoked Rainbow Newt
o3 CPU
Iron Cube

7. Wave Jammer

Electric Eel
Lapis Lazuli
Iron Cube

8. Center of Attention Lv2

Sealing Sunstone
Alluring Lamp
Wake-Up Drops

9. Center of Attention

Mirror Unit
Wake-Up Drops

10. Icy Eye Beam

Snow Crest
Wake-Up Drops

11. AP Efficiency Lv1

Smoked Rainbow Newt
Relaxing Aroma

12. Zap

Forbidden Add-On
Medusa's Locks

13. Lightning Resistance Lv2

Alluring Lamp
Myriad Branches
Sticky Gum
Electroless

14. AP Efficiency Lv2

Lunar Ribbon
Relaxing Aroma
Mellow Banana
Hard Candy

15. Icy Eye Beam Lv2

Mirror Unit
Absolute Zero Stone
Recharge Drink

16. Icy Eye Beam Lv3

Biomemory
Absolute Zero Stone
Diamond
Iron Cube

17. Defense Up Lv3

Mermaid's Scale
Myriad Branches
Diamond
Mellow Banana

18. Attack Up Lv2

Flame God's Stone
Sanchez Fruit
Sealing Sunsphere
Strength Star

19. Ice Up

Snow Crest
Mermaid's Scale
20. Lightning Up
Sealing Sunsphere
Revolva Alloy

21. Lightning Resistance Lv1

Myriad Branches
Electroless

22. Strange Beam

Carbon Alloy
Forbidden Add-On
o3 CPU
Lapis Lazuli

23. Electro-Punch Lv2

Electric Eel
Diamond
Iron Cube
Recharge Drink

24. Electro-Punch

Thunder Stone
Iron Board

25. Attack Up Lv1

Smoked Rainbow Newt
Stamina Extract

26. Freeze Defense

Lunar Ribbon
Snow Crest

27. Defense Up Lv1

Lunar Ribbon
Iron Board

28. Defense Up Lv2

Trumpet of Glory
Diamond
Mellow Banana

29. Burning Strike Lv3

Ancient Scroll III
Premiere Toy Box
o3 CPU
Lubricant

31. Hyperdrive Lv2

Izerium Alloy
Lubricant
o3 CPU
Wake-Up Drops

32. HP Up Lv1

Trumpet of Glory
Stamina Extract

33. HP Up Lv2

Lucky Clover
Electric Eel
Stamina Extract

34. Ice Resistance Lv1

Dreamflower Ash

35. Protection

Silver Bangle
Recharge Drink

36. Burning Strike Lv1

Ancient Scroll I

37. Burning Strike Lv2

Ancient Scroll II

38. Shock Defense

Electric Eel
Electroless

39. Protection Lv2

Dragon God Skull
Iron Board
Recharge Drink

40. Ice Resistance Lv2

Mirror Unit
Snow Crest

41. Ice Resistance Lv3

Skull Necklace
Hellpot Flame
Relaxing Aroma
Yago Milk



ZEGRAM ABILITIES CHART

REVELATION DATA

1. Inferno Vortex

Nebuladon Egg
Flame God's Stone
Myriad Branch

2. Inferno Vortex Lv2

Rose of Passion
Hoho Bird Feather
Flame God's Stone
Hot Breath

3. Inferno Vortex Lv3

Crystal Staff
Cyclonic Pump
Rose of Passion
Flame God's Stone
Hoho Bird Feather

4. Death Break Lv3

Mermaid's Scale
Hellpot Flame
Dragon God Skull
Ruby

5. Death Break Lv2

Dark Music Box
Dragon God Skull
Ruby

6. Death Break

Alluring Lamp
Dragon God Skull

7. Lightning Up

Sealing Sunsphere
Revolver Alloy

8. Fire Up

Sealing Sunsphere
Ultrapicy Pepper

9. Parry Lv2

Mirror Unit
Relaxing Aroma
Hard Candy

10. Fire Resistance Lv1

Hoho Bird Feather
11. Parry
Spirit Bell

12. Defense Up Lv2

Trumpet of Glory
Diamond
Mellow Banana

13. Defense Up Lv1

Nebuladon Egg
Mirror Unit

14. Fire Sword

Hellpot Flame

15. AP Efficiency Lv1

Trumpet of Glory
Relaxing Aroma

16. AP Efficiency Lv2

Mermaid's Scale
Lubricant
Relaxing Aroma
Hard Candy

17. Fire Sword Lv2

Nebuladon Egg
Flame God's Stone

18. Attack Up Lv3

Lucky Clover
Brave Symbol
Flame God's Stone
Strength Star
Sanchez Fruit

19. Attack Up Lv2

Lunar Ribbon
Ruby
Sanchez Fruit
Wake-Up Drops

20. Attack Up Lv1

Stamina Extract
Ruby

21. Fire Resistance Lv2

Lunar Ribbon
Absolute Zero Stone

22. Fire Resistance Lv3

Rose of Passion
Absolute Zero Stone
Hard Candy
Divine Protection

23. Lightning

Medusa's Locks
Diamond

24. Lightning Lv2

Nebuladon Egg
Silver Bangle
Thunder Stone

25. Poison Defense

Izerium Alloy
Queen Bee Stinger

26. Gates of Hell

Dark Music Box
Mirror Unit
Ruby
Relaxing Aroma

27. Gates of Hell Lv2

Rose of Passion
Skull Necklace
Medusa's Locks
Ruby

28. Lightning Lv3

Relaxing Aroma
Rose of Passion

29. HP Up Lv2

Silver Bangle
Thunder Stone
Revolver Alloy

30. HP Up Lv1

Lucky Clover
Electric Eel
Stamina Extract
Yago Milk

31. Twin Sword

Nebuladon Egg
Stamina Extract

32. Drunken Burst

Hellpot Flame
Pirate's Grog

33. Drunken Burst Lv2

Captain's Sock
Pirate's Grog
Stamina Extract

34. Lightning Resistance Lv1

Dark Music Box
Sticky Gum

35. Lightning Resistance Lv2

Lucky Clover
Myriad Branches
Smoked Rainbow Newt
Sticky Gum

36. Daze Defense

Izerium Alloy
Smoked Rainbow Newt

37. Burning Strike Lv1

Ancient Scroll I

38. Burning Strike Lv2

Ancient Scroll II

39. Burning Strike Lv3

Ancient Scroll III

40. Twin Sword Lv2

Lucky Clover
Mirror Unit
Dreamflower Ash
Iron Board

41. Gates of Hell Lv3

Galactic Compass
Cumulus Pendant
Dragon God Skull
Medusa's Locks
Ruby
Relaxing Aroma

ABILITY DATA



LILIKA ABILITIES CHART

REVELATION DATA

1. AP Efficiency Lv2

Crystal Staff
Lubricant
Relaxing Aroma

2. AP Efficiency Lv1

Sealing Sunsphere
Relaxing Aroma

3. HP Up Lv1

Lunar Ribbon
Stamina Extract

4. HP Up Lv2

Trumpet of Glory
Stamina Extract
Electric Eel
Yago Milk

5. Advent of the Sun Lv3

Crystal Staff
Rose of Passion
Spirit Bell
Mirror Unit
Flame God's Stone
Divine Protection

6. HP Up Lv3

Mermaid's Scale
Sanchez Fruit
Electric Eel
Stamina Extract
Yago Milk
Mellow Banana

7. Beast Call

Nebuladon Egg
Yago Milk

8. Warrior God's Cry Lv2

Alluring Lamp
Flame God's Stone
Yago Milk

9. Warrior God's Cry

Dragon God Skull
10. Burning Strike Lv3
Ancient Scroll III

11. Attack Up Lv2

Lucky Clover
Flame God's Stone

12. Attack Up Lv1

Sanchez Fruit
Wake-Up Drops

13. Beast Call Lv2

Skull Necklace
Wake-Up Drops

14. Advent of the Sun

Sealing Sunsphere
Mirror Unit
Divine Healing
Flame God's Stone

15. Advent of the Sun Lv2

Lucky Clover
Mirror Unit
Flame God's Stone
Divine Protection

16. Voodoo Dance Lv3

Galactic Compass
Skull Necklace
Ruby
Wake-Up Drops

17. Beast Call Lv3

Galactic Compass
Smoked Rainbow Newt
Primeval Beef
Yago Milk

18. Blast Arrow Lv2

Nebuladon Egg
Flame God's Stone
Ultraspycy Pepper
Sanchez Fruit

19. Blast Arrow

Flame God's Stone
Queen Bee Stinger

20. Burning Strike Lv2**21. Burning Strike Lv1**

Ancient Scroll II
Ancient Scroll I

22. Evil Resistance Lv2

Lunar Ribbon
Dragon God Skull
Divine Blessing

23. Evil Resistance Lv1

Mirror Unit
Divine Healing

24. Confusion Defense

Sealing Sunsphere
Relaxing Aroma

25. Shellbreaker

Electric Eel
Sanchez Fruit

26. Voodoo Dance

Cursed Mask
Relaxing Aroma

27. Voodoo Dance Lv2

Dark Music Box

28. Wind Up

Ruby
Relaxing Aroma

29. Defense Up Lv1

Rose of Passion
Hoho Bird Feather

30. Shellbreaker Lv2

Alluring Lamp
Diamond

31. Wind Resistance Lv1

Dragon God Skull
Sanchez Fruit

32. Holy Up

Myriad Branches
Electric Eel

33. Daze Defense

Lubricant
Stamina Extract

34. Serpentine Arrow Lv2

Rose of Passion
Cursed Mask

35. Serpentine Arrow

Queen Bee Stinger
Skull Necklace

Medusa's Locks
Silver Bangle

36. Wind Resistance Lv2

Hot Breath
Sanchez Fruit

37. Wild Thing

Lunar Ribbon
Medusa's Locks

Divine Healing
Flame God's Stone

38. Wild Thing Lv2

Divine Healing
Rose of Passion

39. Defense Up Lv2

Hoho Bird Feather

40. Wild Thing Lv3

Myriad Branches
Diamond

41. Wind Resistance Lv3

Sanchez Fruit
Hot Breath

42. Defense Up Lv1

Divine Healing
Rose of Passion

43. Wild Thing Lv2

Hoho Bird Feather
Myriad Branches

44. Defense Up Lv2

Sanchez Fruit
Hot Breath

45. Wild Thing Lv3

Mermaid's Scale
Queen Bee Stinger

Hoho Bird Feather
Myriad Branches

Sanchez Fruit
Hot Breath

46. Wind Resistance Lv3

Crystal Staff
Myriad Branches

Smoked Rainbow Newt
Sticky Gum



JUPIS ABILITIES CHART

REVELATION DATA

1. Defense Up Lv2

Lucky Clover
Myriad Branches
Guardian Sphere

2. Five Alarm Fire

Nebuladon Egg
Ultraspy Pepper

3. Five Alarm Fire Lv2

Sealing Sunsphere
Hoho Bird Feather
Ultraspy Pepper

4. Five Alarm Fire Lv3

Lucky Clover
Pirate's Grog
Hoho Bird Feather
Ultraspy Pepper

5. Terrible Tune Lv2

Hot Breath
Lucky Clover
Speaker Pod
Retro Boombox
Speaker Pod

6. Terrible Tune

Forbidden Add-On
Hot Breath
Retro Boombox
Speaker Pod

7. Aromatic Boost Lv2

Sealing Sunsphere
Juraikan Coffee Beans

8. Aromatic Boost

Juraikan Coffee Beans

9. Defense Up Lv1

Sealing Sunsphere

Revolva Alloy

10. Defense Up Lv3

Galactic Compass
Myriad Branch
Guardian Sphere
Mellow Banana
Yago Milk

11. HP Up Lv2

Mermaid's Scale
Electric Eel
Yago Milk
Stamina Extract

12. Poison Defense

Skull Necklace
Divine Protection

13. Yo-Yo Shock

Lunar Ribbon
Thunder Stone

14. Trumpet of Glory

Ice Resistance Lv1

15. Ice Resistance Lv2

Lucky Clover

16. Wind Up

Hellpot Flame
Crystal Staff
Hoho Bird Feather
Hot Breath

17. AP Efficiency Lv2

Lucky Clover
Lubricant
Relaxing Aroma
Hard Candy

18. Terrible Tune Lv3

Crystal Staff

Military-Grade Battery

Speaker Pod
Retro Boombox
Speaker Pod
Hot Breath

19. Yo-Yo Shock Lv2

Biomemory
Premiere Toy Box
Iron Cube

20. Yo-Yo Shock Lv3

Mermaid's Scale
Thunder Stone
Premiere Toy Box
Iron Cube

21. HP Up Lv1

Lucky Clover
Stamina Extract

22. Wind Resistance Lv2

Rose of Passion
Smoked Rainbow Newt
Sticky Gum

23. Wind Resistance Lv3

Galactic Compass
Cumulus Pendant
Smoked Rainbow Newt
Sticky Gum
Hot Breath

24. Attack Up Lv2

Crystal Staff
Flame God's Stone
Juraikan Coffee Beans
Sanchez Fruit

25. Burning Strike Lv3

Ancient Scroll III

26. Fire Defense

Galactic Compass
Snow Crest

27. AP Efficiency Lv1

Izerium Alloy
Relaxing Aroma

28. Crash Ball

Premiere Toy Box
Thunder Stone

29. Burning Strike Lv2

Ancient Scroll II

30. Burning Strike Lv1

Ancient Scroll I

31. Attack Up Lv1

Rose of Passion
Queen Bee Stinger

32. Wind Resistance Lv1

Skull Necklace
Mellow Banana

33. Ptooeey!

Nebuladon Egg
Sticky Gum

34. Ptooeey! Lv2

Rose of Passion
Mellow Banana
Sticky Gum

35. Ptooeey! Lv3

Mermaid's Scale
Sticky Gum
Hoho Bird Feather
Mellow Banana

36. Tornado Dance Lv3

Galactic Compass
Energy Charger

Retro Boombox

Thunder Stone
Paralysis Cure

37. Crash Ball Lv2

Mirror Unit
Forbidden Add-On
Iron Cube

38. Tornado Dance

Dark Music Box
Thunder Stone
Wake-Up Drops

39. Ice Up

Trumpet of Glory
Divine Blessing

40. Tornado Dance Lv2

Rose of Passion
Mirror Unit
Retro Boombox
Thunder Stone
Wake-Up Drops

41. Black Hole Lv3

Galactic Compass
Sealing Sunsphere
Flame God's Stone
Super CPU
Diamond
Crystal Staff

42. Black Hole Lv2

Lucky Clover
Sealing Sunsphere
Energy Charger
o3 CPU
Ruby

ABILITY DATA



DEEGO ABILITIES CHART

REVELATION DATA

1. Defense Up Lv1

Mellow Banana
Iron Cube
Trumpet of Glory

2. Defense Up Lv2

Mermaid's Scale
Myriad Branches
Carbon Alloy

3. Our Song

Diamond
Rose of Passion
Keepsake Coin

4. Our Song Lv2

Galactic Compass
Speaker Pod
Retro Boombox
Relaxing Aroma

5. Fire Up

Trumpet of Glory
Hellpot Flame
Hot Breath

6. Unconscious Defense

Trumpet of Glory
Divine Protection

7. Bone Shield

Alluring Lamp
Dragon God Skull

8. Break Throw

Flame God's Stone

9. HP Up Lv1

Stamina Extract
Sealing Sunsphere

10. HP Up Lv2

Lucky Clover
Electric Eel
Stamina Extract
Yago Milk

11. Break Throw Lv2

Nebuladon Egg
Flame God's Stone
Sanchez Fruit
Yago Milk

12. Flash Bomb

Carbon Alloy
Forbidden Add-on

13. Bone Shield Lv2

Revolva Alloy
Dragon God Skull
Izerium Alloy

14. Flash Bomb Lv2

Diamond
Iron Cube
Nebuladon Egg
Rose of Passion

15. Top Dog Lv2

Dark Music Box
Cursed Mask
Yago Milk

16. Paralysis Defense

Sealing Sunsphere
Yago Milk

17. Top Dog

Yago Milk
Primeval Beef

18. Flash Bomb Lv3

Mermaid's Scale
Thunder Stone
Nebuladon Egg
Diamond
Iron Cube

19. AP Efficiency Lv2

Relaxing Aroma
Lubricant
Lucky Clover
o. Holy Up
Lucky Clover
Medusa's Locks

21. AP Efficiency Lv1

Trumpet of Glory
Relaxing Aroma

22. Wonder Howl Lv2

Dark Music Box
Ultra-Spicy Pepper
Hot Breath
Primeval Beef

23. Wonder Howl Lv3

Lucky Clover
Pirate's Grog
Primeval Beef
Ultra-Spicy Pepper
Hot Breath

24. Fire Resistance Lv1

Alluring Lamp

25. Fire Resistance Lv2

Skull Necklace
Iron Board

26. Covering Fire

Nebuladon Egg
Military-Grade Battery
Strength Star

27. Eternal Soldiers

Biomemory
Strength Star
Mirror Unit
Revolva Alloy
Military-Grade Battery

28. Covering Fire Lv2

Trumpet of Glory
Military-Grade Battery
Strength Star
Iron Cube

29. Evil Resistance Lv1

Stella Crystal
Divine Healing

30. Burning Strike Lv1

Ancient Scroll I

31. Wonder Howl

Captain's Sock
Hot Breath

32. Burning Strike Lv2

Ancient Scroll II

33. Attack Up Lv2

Rose of Passion
Flame God's Stone
Strength Star
Sanchez Stone

34. Evil Resistance Lv2

Dark Music Box
Dragon God's Skull
Divine Healing

35. Eternal Soldiers Lv2

Crystal Staff
Strength Star
Mirror Unit
Revolva Alloy
Military-Grade Battery
Hot Breath

36. Burning Strike Lv3

Ancient Scroll III
Alluring Lamp
Flame God's Stone

38. Attack Up Lv3

Crystal Staff
Flame God's Stone
Hot Breath
Sanchez Fruit

39. Evil Resistance Lv3

Mermaid's Scale
Lapis Lazuli
Dragon God's Skull
Divine Protection

40. Covering Fire Lv3

Mermaid's Scale
Super CPU
Military-Grade Battery
Strength Star
Iron Cube



INSECTRON



ROSA INSECTOR LOCATIONS

Area	Family	Ranks
Salgin: All Regions	Knife Beetle	1, 2, 3
	Mantis	1, 2, 3
	Lady Beetle	1, 2, 3
Salgin: Bridge Area	Cutterpillar	1, 2, 3
	Hopper	1, 2, 3
	Lady Beetle	1, 2, 3
Salgin: Rubble Area	Knife Beetle	1, 2, 3
	Flipperbug	1, 2, 3
	Mantis	1, 2, 3
Salgin: Dead End near Church	Knife Beetle	1, 2, 3
	Mantis	1, 2, 3
	Lady Beetle	1, 2, 3
	Hercules Beetle	1, 2, 3
Salgin: Dead End near Church (behind destroyed store)	Springtail	5
	Hopper	1, 2, 3
Salgin Residential Area	Knife Beetle	1, 2, 3
	Mantis	1, 2, 3
	Lady Beetle	1, 2, 3
Rosa Spaceport: Landing Pad	Stingbee	1, 2, 3
	Flutterbug	1, 2, 3
	Springtail	1, 2, 3
Rosa Spaceport: Plaza around Landing Pad	Dung Roller	1, 2, 3
	Lady Beetle	1, 2, 3
	Flutterbug	1, 2, 3
Sylvazard Desert	Bazoo Beetle	1, 2, 3
	Flutterbug	1, 2, 3
	Lady Beetle	1, 2, 3
	Dung Roller	1, 2, 3
Ancient Ruins: Inside Building	Bazoo Beetle	1, 2, 3
	Flipperbug	1, 2, 3
	Lady Beetle	1, 2, 3
	Dung Roller	1, 2, 3
Ancient Ruins: Desert Portion	Bazoo Beetle	1, 2, 3
	Flutterbug	1, 2, 3
	Lady Beetle	1, 2, 3
	Dung Roller	1, 2, 3
Ancient Ruins: Inside Building (late game)	Bazoo Beetle	1, 2, 3
	Flipperbug	1, 2, 3
	Lady Beetle	1, 2, 3
	Dung Roller	1, 2, 3
	Itsahorse	1, 2, 3
Great Tablet: Atop Great Tablet	Hercules Beetle	1, 2, 3
	Bazoo Beetle	1, 2, 3
	Lady Beetle	1, 2, 3
	Dung Roller	1, 2, 3
Great Tablet: Surrounding Area	Bazoo Beetle	1, 2, 3
	Flutterbug	1, 2, 3
	Lady Beetle	1, 2, 3
	Dung Roller	1, 2, 3

ROSA (CONT).

Area	Family	Ranks
Labyrinth: Sand Kraken Battle Room	Hercules Beetle	1, 2, 3
	Flipperbug	1, 2, 3
	Flutterbug	1, 2, 3
	Faerie	1, 2, 3
Labyrinth: Sand Kraken Battle Room (Beyond Crumbled Wall)	Flutterbug	6
	Springtail	1, 2, 3
Kuje Desert	Hercules Beetle	1, 2, 3
	Dung Roller	1, 2, 3
	Bazoo Beetle	1, 2, 3
	Flipperbug	1, 2, 3
	Itsahorse	1, 2, 3
Kuje Desert: Atop Emily's Stone Monument	Mantis	4
	Lady Beetle	1, 2, 3
Johannasburg: All Regions	Hopper	1, 2, 3
	Flutterbug	1, 2, 3
	Mantis	1, 2, 3
	Lady Beetle	1, 2, 3
Johannasburg: Oasis Area	Cutterpillar	1, 2, 3
	Stingbee	1, 2, 3
	Hopper	1, 2, 3
	Faerie	1, 2, 3
Johannasburg: Chief's House Roof	Springtail	1, 2, 3
	Stingbee	1, 2, 3
	Flutterbug	1, 2, 3
Johannasburg: Johanna's House	Hercules Beetle	6
All Other Regions	Dung Roller	1, 2, 3
	Cutterpillar	1, 2, 3

JURAIKA INSECTOR LOCATIONS

Area	Family	Ranks
Burkaqua Village: All Regions	Stingbee	1, 2, 3
	Mantis	1, 2, 3
	Staggy	1, 2, 3
Burkaqua Village: Mouth of River	Stingbee	1, 2, 3
	Hopper	1, 2, 3
	Cutterpillar	1, 2, 3
	Lady Beetle	1, 2, 3
Valley of Departure: Landing Pad	Stingbee	1, 2, 3
	Springtail	1, 2, 3
	Hopper	1, 2, 3
	Mantis	1, 2, 3
Valley of Departure: Inside Tunnel	Flipperbug	1, 2, 3
	Bazoo Beetle	1, 2, 3
	Dung Roller	1, 2, 3
Valley of Departure: Burkaqua Village Area	Stingbee	1, 2, 3
	Mantis	1, 2, 3
	Staggy	1, 2, 3

INSECTRON DATA

JURAIKA (CONT).

Area	Family	Ranks
Rhyzas Swamp: Swamp Area	Hopper	1, 2, 3
	Cutterpillar	1, 2, 3
	Lady Beetle	1, 2, 3
	Dung Roller	1, 2, 3
	Itsahorse	1, 2, 3
Rhyzas Swamp: Inside Tunnel	Flipperbug	1, 2, 3
	Bazoo Beetle	1, 2, 3
	Dung Roller	1, 2, 3
Path to Burkaqua: All Regions	Stingbee	1, 2, 3
	Mantis	1, 2, 3
	Staggy	1, 2, 3
Path to Burkaqua: Mysterious Path	Stingbee	1, 2, 3
	Mantis	1, 2, 3
	Staggy	1, 2, 3
	Knife Beetle	1, 2, 3
Path to Burkaqua: Waterfall	Stingbee	1, 2, 3
	Mantis	1, 2, 3
	Staggy	1, 2, 3
	Knife Beetle	1, 2, 3
	Hercules Beetle	1, 2, 3
Path to Burkaqua: Dario's House Area & Inside Tunnel	Flipperbug	1, 2, 3
	Bazoo Beetle	1, 2, 3
	Dung Roller	1, 2, 3
Path to Burkaqua: Dario's House Area & Near Bomb	Dung Roller	3
	Stingbee	1, 2, 3
Path to Burkaqua: Alongside Stream	Stingbee	1, 2, 3
	Hopper	1, 2, 3
	Cutterpillar	1, 2, 3
	Lady Beetle	1, 2, 3
Path to Burkaqua: Dead End near Transporter Alongside Stream	Stingbee	1, 2, 3
	Hopper	1, 2, 3
	Cutterpillar	1, 2, 3
	Lady Beetle	1, 2, 3
	Faerie	1, 2, 3
Burkaqua Village: Ferio's House Area & Alongside Large River	Stingbee	1, 2, 3
	Mantis	1, 2, 3
	Staggy	1, 2, 3
	Cutterpillar	1, 2, 3
	Hopper	1, 2, 3
Path to Burkaqua: Spring Area	Stingbee	1, 2, 3
	Hopper	1, 2, 3
	Cutterpillar	1, 2, 3
	Lady Beetle	1, 2, 3
	Faerie	1, 2, 3
Path to Burkaqua: Logbridge near Transporter Alongside Stream	Hercules Beetle	1, 2, 3
	Staggy	1, 2, 3
	Bazoo Beetle	1, 2, 3
	Knife Beetle	1, 2, 3
Path to the Altar: All Regions	Stingbee	1, 2, 3
	Mantis	1, 2, 3
	Staggy	1, 2, 3
Path to the Altar: Inside Tunnel	Flipperbug	1, 2, 3
	Bazoo Beetle	1, 2, 3
	Dung Roller	1, 2, 3
Path to the Altar: Alongside River	Stingbee	1, 2, 3
	Mantis	1, 2, 3
	Staggy	1, 2, 3

JURAIKA (CONT).

Area	Family	Ranks
	Cutterpillar	1, 2, 3
	Hopper	1, 2, 3
Path to the Altar: Near Great Waterfall	Stingbee	1, 2, 3
	Mantis	1, 2, 3
	Cutterpillar	1, 2, 3
	Hopper	1, 2, 3
Star God's Altar: All Regions	Flipperbug	1, 2, 3
	Bazoo Beetle	1, 2, 3
	Dung Roller	1, 2, 3
Star God's Altar: Atop Altar	Flipperbug	1, 2, 3
	Bazoo Beetle	1, 2, 3
	Dung Roller	1, 2, 3
	Hercules Beetle	1, 2, 3
Path to the Altar: Sherio's House Area & Ship Crashsite Area	Stingbee	1, 2, 3
	Mantis	1, 2, 3
	Staggy	1, 2, 3
	Knife Beetle	1, 2, 3
Path to the Altar: Next to mysterious grass near Ship Crash Site	Hopper	4
	Knife Beetle	1, 2, 3
Path to Leo King's Ruins: All Regions	Bazoo Beetle	1, 2, 3
	Hopper	1, 2, 3
	Cutterpillar	1, 2, 3
	Staggy	1, 2, 3
Path to Leo King's Ruins: Inside Tunnel	Bazoo Beetle	1, 2, 3
	Flipperbug	1, 2, 3
	Cutterpillar	1, 2, 3
	Staggy	1, 2, 3
	Dung Roller	1, 2, 3
Path to Leo King's Ruins: Atop Bridge	Lady Beetle	1, 2, 3
	Dung Roller	1, 2, 3
	Knife Beetle	1, 2, 3
Path to Leo King's Ruins: River Area	Stingbee	1, 2, 3
	Hopper	1, 2, 3
	Cutterpillar	1, 2, 3
	Lady Beetle	1, 2, 3
Path to Leo King's Ruins: Waterfall Area	Hopper	1, 2, 3
	Cutterpillar	1, 2, 3
	Lady Beetle	1, 2, 3
	Faerie	1, 2, 3
	Itsahorse	1, 2, 3
Path to Leo King's Ruins: Atop Ruined Bridge	Cutterpillar	1, 2, 3
	Flipperbug	1, 2, 3
	Hopper	1, 2, 3
	Lady Beetle	1, 2, 3
Path to Leo King's Ruins: Plaza	Springtail	1, 2, 3
	Hopper	1, 2, 3
	Flutterbug	1, 2, 3
	Staggy	1, 2, 3
	Bazoo Beetle	1, 2, 3
Leo King's Castle: In Front of Castle Gates	Bazoo Beetle	1, 2, 3
	Hopper	1, 2, 3
	Cutterpillar	1, 2, 3
	Staggy	1, 2, 3
Leo King's Castle: Castle Interior	Hercules Beetle	1, 2, 3
	Knife Beetle	1, 2, 3
	Flipperbug	1, 2, 3
	Dung Roller	1, 2, 3



JURAIKA (CONT).

Area	Family	Ranks
	Cutterpillar	1, 2, 3
Leo King's Castle: Leo King's Altar	Hercules Beetle	1, 2, 3
	Knife Beetle	1, 2, 3
	Flipperbug	1, 2, 3
	Dung Roller	1, 2, 3
	Faerie	1, 2, 3
Leo King's Castle: Atop Leo King's Spear	Faerie	5
	Cutterpillar	1, 2, 3
All Other Regions	Stingbee	1, 2, 3
	Hopper	

ZERARD (CONT).

Area	Family	Ranks
Gladius Tower 1st & 2nd Tower: Passageway Bridge	Hercules Beetle	1, 2, 3
	Bazoo Beetle	1, 2, 3
	Flutterbug	1, 2, 3
	Springtail	1, 2, 3
Gladius Tower 2nd Tower: Atop Top Floor Throne	Itsahorse	7
	Hercules Beetle	1, 2, 3
	Knife Beetle	1, 2, 3
Starship Factory: Next to Joshua's Chair in Dr. Pocacchio's Laboratory	Stingbee	5
	Flipperbug	1, 2, 3
All Other Regions	Knife Beetle	1, 2, 3
	Flipperbug	1, 2, 3

ZERARD INSECTOR LOCATIONS

Area	Family	Ranks
Rosencaster Prison: All Regions	Knife Beetle	1, 2, 3
	Bazoo Beetle	1, 2, 3
	Flipperbug	1, 2, 3
	Dung Roller	1, 2, 3
Rosencaster Prison: Interior Pathway (Other than the Lighted Tunnel)	Knife Beetle	1, 2, 3
	Hopper	1, 2, 3
	Springtail	1, 2, 3
	Flutterbug	1, 2, 3
	Stingbee	1, 2, 3
Rosencaster Prison: Interior Pathway (Lighted Tunnel)	Knife Beetle	1, 2, 3
	Bazoo Beetle	1, 2, 3
	Springtail	1, 2, 3
	Flutterbug	1, 2, 3
	Stingbee	1, 2, 3
Rosencaster Prison: Garbage Disposal	Bazoo Beetle	1, 2, 3
	Cutterpillar	1, 2, 3
	Flipperbug	1, 2, 3
	Dung Roller	1, 2, 3
Rosencaster Prison: Room Where You Fight Rosencaster	Bazoo Beetle	1, 2, 3
	Cutterpillar	1, 2, 3
	Flipperbug	1, 2, 3
	Dung Roller	1, 2, 3
	Faerie	1, 2, 3
Rosencaster Prison: Rosencaster's Room	Dung Roller	5
	Bazoo Beetle	1, 2, 3
Rosencaster Prison: Entrance Area	Knife Beetle	1, 2, 3
	Bazoo Beetle	1, 2, 3
	Staggy	1, 2, 3
Gladius Tower Area	Knife Beetle	1, 2, 3
	Hercules Beetle	1, 2, 3
	Springtail	1, 2, 3
Gladius Tower 1st & 2nd Tower: Entrance	Knife Beetle	1, 2, 3
	Hercules Beetle	1, 2, 3
	Bazoo Beetle	1, 2, 3
	Cutterpillar	1, 2, 3
	Lady Beetle	1, 2, 3
Gladius Tower 1st & 2nd Tower: All Regions	Knife Beetle	1, 2, 3
	Hercules Beetle	1, 2, 3
	Bazoo Beetle	1, 2, 3
	Staggy	1, 2, 3
	Dung Roller	1, 2, 3

VEDAN INSECTOR LOCATIONS

Area	Family	Ranks
Myna: All Regions	Knife Beetle	1, 2, 3
	Bazoo Beetle	1, 2, 3
	Flipperbug	1, 2, 3
Myna: Angela's Bar Area	Knife Beetle	1, 2, 3
	Flutterbug	1, 2, 3
	Lady Beetle	1, 2, 3
	Dung Roller	1, 2, 3
Myna: Inside Electric Tower Plaza Fence Near Angela's Bar	Knife Beetle	1, 2, 3
	Flutterbug	1, 2, 3
	Lady Beetle	1, 2, 3
	Faerie	1, 2, 3
	Stingbee	1, 2, 3
Myna: Viewing Platform (Spaceport/Ditron Company Side)	Flutterbug	1, 2, 3
	Springtail	1, 2, 3
	Hopper	1, 2, 3
	Dung Roller	1, 2, 3
Myna: Viewing Platform (Spaceport Side): Bench	Knife Beetle	6
	Cutterpillar	1, 2, 3
Myna: Corbis's Item Shop Area	Staggy	1, 2, 3
	Bazoo Beetle	1, 2, 3
	Mantis	1, 2, 3
Myna: Under Travel Route in Corbis's Item Shop Area	Staggy	1, 2, 3
	Bazoo Beetle	1, 2, 3
	Mantis	1, 2, 3
	Itsahorse	1, 2, 3
Myna: Scrapyard	Staggy	1, 2, 3
	Flipperbug	1, 2, 3
	Cutterpillar	1, 2, 3
	Dung Roller	1, 2, 3
Myna: Scrapyard (near Minty)	Flutterbug	4
	Knife Beetle	1, 2, 3
Rockbelter Mine: All Regions	Flipperbug	1, 2, 3
	Bazoo Beetle	1, 2, 3
	Dung Roller	1, 2, 3
Rockbelter Mine: Ruined Temple	Flipperbug	1, 2, 3
	Bazoo Beetle	1, 2, 3
	Dung Roller	1, 2, 3
	Hercules Beetle	1, 2, 3
Rockbelter Mine: Under Travel Route	Flipperbug	1, 2, 3
	Bazoo Beetle	1, 2, 3

INSECTRON DATA

VEDAN (CONT).

Area	Family	Ranks
	Dung Roller	1, 2, 3
	Itsahorse	1, 2, 3
Rockbelter Mine: Truck Station	Knife Beetle	1, 2, 3
	Flipperbug	1, 2, 3
	Bazoo Beetle	1, 2, 3
	Dung Roller	1, 2, 3
Rockbelter Mine: Atop Great Tablet	Flipperbug	4
	Hercules Beetle	1, 2, 3
Cancer King's Ruins: Orphans' Hideout (not in rooms)	Cutterpillar	1, 2, 3
	Hopper	1, 2, 3
	Lady Beetle	1, 2, 3
Cancer King's Ruins: All Regions	Knife Beetle	1, 2, 3
	Hercules Beetle	1, 2, 3
	Lady Beetle	1, 2, 3
	Hopper	1, 2, 3
Cancer King's Ruins: Near Water in all regions & muddy stream area	Hercules Beetle	1, 2, 3
	Cutterpillar	1, 2, 3
	Hopper	1, 2, 3
	Lady Beetle	1, 2, 3
Cancer King's Ruins: Under bridges near water in all regions	Hercules Beetle	1, 2, 3
	Cutterpillar	1, 2, 3
	Hopper	1, 2, 3
	Lady Beetle	1, 2, 3
	Faerie	1, 2, 3
Cancer King's Ruins: Inside tunnels in all regions	Cutterpillar	1, 2, 3
	Hopper	1, 2, 3
	Lady Beetle	1, 2, 3
	Mantis	1, 2, 3
Cancer King's Ruins: On bridge atop muddy stream	Hercules Beetle	1, 2, 3
	Cutterpillar	1, 2, 3
	Hopper	1, 2, 3
	Lady Beetle	1, 2, 3
	Itsahorse	1, 2, 3
Cancer King's Ruins: Cancer King's Altar area	Hercules Beetle	1, 2, 3
	Faerie	1, 2, 3
Cancer King's Ruins: Atop Cancer King's Altar	Itsahorse	4
	Knife Beetle	1, 2, 3
All Other Regions	Springtail	1, 2, 3
	Lady Beetle	1, 2, 3

MARIGLENN INSECTOR LOCATIONS

Area	Family	Ranks
Tiasa Forest: All Regions	Staggy	1, 2, 3
	Stingbee	1, 2, 3
	Flutterbug	1, 2, 3
	Lady Beetle	1, 2, 3
Tiasa Forest: Mid-game transporter area	Staggy	1, 2, 3
	Stingbee	1, 2, 3
	Lady Beetle	1, 2, 3
Tiasa Forest: Mid-game water area	Faerie	1, 2, 3
Tiasa Forest: Late-game transporter area	Staggy	1, 2, 3
	Stingbee	1, 2, 3
	Lady Beetle	1, 2, 3
	Itsahorse	1, 2, 3

MARIGLENN (CONT).

Area	Family	Ranks
Gulza Sanctuary: Inside Tunnel (near Tiasa Forest)	Mantis	1, 2, 3
	Cutterpillar	1, 2, 3
	Bazoo Beetle	1, 2, 3
Gulza Sanctuary: All Regions	Knife Beetle	1, 2, 3
	Flipperbug	1, 2, 3
	Stingbee	1, 2, 3
Gulza Sanctuary: Plaza	Dark Emperor	1
	Flutterbug	1, 2, 3
	Dung Roller	1, 2, 3
	Hercules Beetle	1, 2, 3
Mother's Cave: Before late-game transporter	Staggy	1, 2, 3
	Flipperbug	1, 2, 3
	Bazoo Beetle	1, 2, 3
Mother's Cave: Past late-game transporter	Hercules Beetle	1, 2, 3
	Flipperbug	1, 2, 3
	Bazoo Beetle	1, 2, 3
Mother's Cave: Late-game dead end	Hercules Beetle	1, 2, 3
	Flipperbug	1, 2, 3
	Bazoo Beetle	1, 2, 3
	Dung Roller	1, 2, 3
All Other Regions	Flutterbug	1, 2, 3
	Itsahorse	1, 2, 3

GHOST SHIP INSECTOR LOCATIONS

Area	Family	Ranks
All Regions	Knife Beetle	1, 2, 3
	Bazoo Beetle	1, 2, 3
	Dung Roller	1, 2, 3
Entrance	Knife Beetle	1, 2, 3
	Springtail	1, 2, 3
	Stingbee	1, 2, 3
On carpet in treasure storehouse	Dung Roller	8
	Springtail	1, 2, 3
All Other Regions	Bazoo Beetle	1, 2, 3



INSECTOR LIST

Name		Starting Values																	
		Max HP		STR		DEF		Knockback		Confusion		Cut		Explosion		Throw		Poison	
		Min	Max	Min	Max	Min	Max	Min	Max	Min	Max	Min	Max	Min	Max	Min	Max	Min	Max
Knife Beetle	1	100	200	15	20	7.5	12.5	18.33	25	16.66	23.33	18.33	25	18.33	25	15	21.66	16.66	23.33
Blade Beetle	2	120	240	18	24	9	15	22	30	20	28	22	30	22	30	18	26	20	28
Saber Beetle	3	144	288	22	29	11	18	27	36	24	34	27	36	27	36	22	32	24	34
Hatchet Beetle	4	173	346	27	35	14	22	33	44	29	41	33	44	33	44	27	39	29	41
Carver Beetle	5	208	416	33	42	17	27	40	53	35	50	40	53	40	53	33	47	35	50
Crescent Beetle	6	250	500	40	51	21	33	48	64	42	60	48	64	48	64	40	57	42	60
Saw Beetle	7	300	600	48	62	26	40	58	77	51	72	58	77	58	77	48	69	51	72
Muramasa Beetle	8	360	720	58	75	32	48	70	93	62	87	70	93	70	93	58	83	62	87
Hercules Beetle	1	150	250	15	20	7.5	21	20	40	15	21.66	18.33	25	18.33	25	15	21.66	16.66	23.33
Pegasus Beetle	2	180	300	18	24	9	26	24	48	18	26	22	30	22	30	18	26	20	28
Orion Beetle	3	216	360	22	29	11	32	29	58	22	32	27	36	27	36	22	32	24	34
Narcissus Beetle	4	260	432	27	35	14	39	35	70	27	39	33	44	33	44	27	39	29	41
Susanoo Beetle	5	312	519	33	42	17	47	42	84	33	47	40	53	40	53	33	47	35	50
Venus Beetle	6	375	623	40	51	21	57	51	101	40	57	48	64	48	64	40	57	42	60
Poseidon Beetle	7	450	748	48	62	26	69	62	122	48	69	58	77	58	77	48	69	51	72
Zeus Beetle	8	540	898	58	75	32	83	75	147	58	83	70	93	70	93	58	83	62	87
Bazoo Beetle	1	80	150	13.5	18.5	5	10	16.66	23.33	15	21.66	15	21.66	16.66	23.33	18.33	25	15	21.66
Big Bazoo Beetle	2	96	180	17	23	6	12	20	28	18	26	18	26	20	28	22	30	18	26
Fishface Beetle	3	116	216	21	28	8	15	24	34	22	32	22	32	24	34	27	36	22	32
Planet Beetle	4	140	260	26	34	10	18	29	41	27	39	27	39	29	41	33	44	27	39
Kaboom Beetle	5	168	312	32	41	12	22	35	50	33	47	33	47	35	50	40	53	33	47
Western Beetle	6	202	375	39	50	15	27	42	60	40	57	40	57	42	60	48	64	40	57
Doodle Doo Beetle	7	243	450	47	60	18	33	51	72	48	69	48	69	51	72	58	77	48	69
Military Beetle	8	292	540	57	72	22	40	62	87	58	83	58	83	62	87	70	93	58	83
Flipperbug	1	100	180	15	20	6.5	11.5	18.33	25	16.66	23.33	18.33	25	15	21.66	16.66	35	16.66	23.33
Rollerover	2	120	216	18	24	8	14	22	30	20	28	22	30	18	26	20	42	20	28
Turner	3	144	260	22	29	10	17	27	36	24	34	27	36	22	32	24	51	24	34
Shoveler	4	173	312	27	35	12	21	33	44	29	41	33	44	27	39	29	62	29	41
Dustpan	5	208	375	33	42	15	26	40	53	35	50	40	53	33	47	35	75	35	50
Slapstick	6	250	450	40	51	18	32	48	64	42	60	48	64	40	57	42	90	42	60
Webster	7	300	540	48	62	22	39	58	77	51	72	58	77	48	69	51	100	51	72
Flipdozer	8	360	648	58	75	27	47	70	93	62	87	70	93	58	83	62	100	62	87
Staggy	1	100	200	15	20	7.5	12.5	18.33	25	16.66	23.33	18.33	25	18.33	25	15	21.66	16.66	23.33
Big Staggy	2	120	240	18	24	9	15	22	30	20	28	22	30	22	30	18	26	20	28
Stun Staggy	3	144	288	22	29	11	18	27	36	24	34	27	36	27	36	22	32	24	34
Scissorface	4	173	346	27	35	14	22	33	44	29	41	33	44	33	44	27	39	29	41
Pseudo Staggy	5	208	416	33	42	17	27	40	53	35	50	40	53	40	53	33	47	35	50
Mick Stagger	6	250	500	40	51	21	33	48	64	42	60	48	64	48	64	40	57	42	60
Mr. Huggles	7	300	600	48	62	26	40	58	77	51	72	58	77	58	77	48	69	51	72
Staggy Hulk	8	360	720	58	75	32	48	70	93	62	87	70	93	70	93	58	83	62	87
Mantis	1	80	180	15	25	3	10	16.66	23.33	16.66	23.33	15	21.66	16.66	23.33	18.33	25	16.66	23.33
Slaying Mantis	2	96	216	18	30	4	12	20	28	20	28	18	26	20	28	22	30	20	28
Super Mantis	3	116	260	22	36	5	15	24	34	24	34	22	32	24	34	27	36	24	34
Tornado Mantis	4	140	312	27	44	6	18	29	41	29	41	27	39	29	41	33	44	29	41
Iron Mantis	5	168	375	33	53	8	22	35	50	35	50	33	47	35	50	40	53	35	50
Mega Mantis	6	202	450	40	64	10	27	42	60	42	60	40	57	42	60	48	64	42	60
Shark Mantis	7	243	540	48	77	12	33	51	72	51	72	48	69	51	72	58	77	51	72
Retro Mantis	8	292	648	58	93	15	40	62	87	62	87	58	83	62	87	70	93	62	87

INSECTRON DATA

Cage Compatibility			Preference for Food			Description
Cage I	Cage II	Cage III	Rank 1	Rank 2	Rank 3	
95	60	60	Diamond	Mellow Banana	Juraikan Coffee Beans	A predominate figure in the Insector world. Its horn houses a keen fighting spirit.
95	60	60	Diamond	Mellow Banana	Juraikan Coffee Beans	
95	60	60	Diamond	Mellow Banana	Juraikan Coffee Beans	
95	60	60	Lapis Lazuli	Mellow Banana	Juraikan Coffee Beans	
95	60	60	Lapis Lazuli	Mellow Banana	Ultraspicy Pepper	
60	60	95	Stella Crystal	Diamond	Ultraspicy Pepper	
95	60	60	Lapis Lazuli	Mellow Banana	Ultraspicy Pepper	
60	95	60	Edensia	Diamond	Ultraspicy Pepper	
95	60	60	Primeval Beef	Electric Eel	Hard Candy	A heroic symbol of the Insector world. Combines brute strength with ancient mystique.
95	60	60	Primeval Beef	Electric Eel	Hard Candy	
95	60	60	Primeval Beef	Electric Eel	Hard Candy	
95	60	60	Seventhmoon	Diamond	Primeval Beef	
95	60	60	Pirate's Grog	Primeval Beef	Hard Candy	
60	95	60	Sanchez Fruit	Mellow Banana	Ruby	
60	60	95	Lapis Lazuli	Pirate's Grog	Ruby	
95	60	60	Edensia	Pirate's Grog	Ruby	
95	60	60	Hard Candy	Pirate's Grog	Yago Milk	A beetle whose powerful cannon devastates its enemies. Those puckered lips aren't for show.
95	60	60	Hard Candy	Pirate's Grog	Yago Milk	
95	60	60	Hard Candy	Pirate's Grog	Yago Milk	
95	60	60	Lapis Lazuli	Pirate's Grog	Yago Milk	
95	60	60	Firestone	Ultraspicy Pepper	Sticky Gum	
95	60	60	Yago Milk	Mellow Banana	Sticky Gum	
60	60	95	Yago Milk	Juraikan Coffee Beans	Sticky Gum	
60	60	95	Dark Onyx	Pirate's Grog	Sticky Gum	
95	60	60	Sticky Gum	Electric Eel	Pirate's Grog	A mischievous little guy who sends enemies spinning with its unique horn.
95	60	60	Sticky Gum	Electric Eel	Pirate's Grog	
95	60	60	Sticky Gum	Electric Eel	Pirate's Grog	
95	60	60	Sticky Gum	Electric Eel	Pirate's Grog	
95	60	60	Juraikan Coffee Beans	Sticky Gum	Yago Milk	A big brother type who loves to burrow and snare enemies in holes.
60	60	95	Mellow Banana	Sticky Gum	Yago Milk	
95	60	60	Sanchez Fruit	Juraikan Coffee Beans	Yago Milk	
60	95	60	Dark Onyx	Juraikan Coffee Beans	Yago Milk	
95	60	60	Electric Eel	Primeval Beef	Pirate's Grog	A strongman who never lets its target get away. Its large pincers can grab any enemy!
95	60	60	Electric Eel	Primeval Beef	Pirate's Grog	
95	60	60	Electric Eel	Primeval Beef	Pirate's Grog	
95	60	60	Electric Eel	Primeval Beef	Pirate's Grog	
95	60	60	Pirate's Grog	Smoked Rainbow Newt	Yago Milk	
95	60	60	Nebula Opal	Electric Eel	Pirate's Grog	
60	60	95	Seventhmoon	Ruby	Sticky Gum	
60	95	60	Primeval Beef	Electric Eel	Hard Candy	
60	95	60	Ultraspicy Pepper	Smoked Rainbow Newt	Mellow Banana	A lone wolf who inspires fear in its opponents, taking them down with its long, nimble arms.
60	95	60	Ultraspicy Pepper	Smoked Rainbow Newt	Mellow Banana	
60	95	60	Ultraspicy Pepper	Smoked Rainbow Newt	Mellow Banana	
60	95	60	Juraikan Coffee Beans	Smoked Rainbow Newt	Mellow Banana	
60	95	60	Juraikan Coffee Beans	Smoked Rainbow Newt	Mellow Banana	
60	95	60	Firestone	Smoked Rainbow Newt	Mellow Banana	
60	60	95	Dark Onyx	Hard Candy	Mellow Banana	
60	95	60	Sanchez Fruit	Juraikan Coffee Beans	Mellow Banana	



INSECTOR LIST

		Starting Values																	
		Max HP		STR		DEF		Knockback		Confusion		Cut		Explosion		Throw		Poison	
Name	Rank	Min	Max	Min	Max	Min	Max	Min	Max	Min	Max	Min	Max	Min	Max	Min	Max	Min	Max
Cutterpillar	1	80	120	15	20	2	10	15	21.66	15	21.66	15	21.66	16.66	23.33	18.33	25	18.33	25
Cold Cuts	2	96	144	18	24	3	12	18	26	18	26	18	26	20	28	22	30	22	30
Rhyzas Looper	3	116	173	22	29	4	15	22	32	22	32	22	32	24	34	27	36	27	36
Drillerpillar	4	140	208	27	35	5	18	27	39	27	39	27	39	29	41	33	44	33	44
Slitherpede	5	168	250	33	42	6	22	33	47	33	47	33	47	35	50	40	53	40	53
Stinger Bill	6	202	300	40	51	8	27	40	57	40	57	40	57	42	60	48	64	48	64
Shangri La	7	243	360	48	62	10	33	48	69	48	69	48	69	51	72	58	77	58	77
Stellarpillar	8	292	432	58	75	12	40	58	83	58	83	58	83	62	87	70	93	70	93
Stingbee	1	100	130	13.5	18.5	6.5	11.5	16.66	23.33	16.66	23.33	18.33	25	15	21.66	18.33	25	18.33	25
Buzzelina	2	120	156	17	23	8	14	20	28	20	28	22	30	18	26	22	30	22	30
Hook Bee	3	144	188	21	28	10	17	24	34	24	34	27	36	22	32	27	36	27	36
Driller Bee	4	173	226	26	34	12	21	29	41	29	41	33	44	27	39	33	44	33	44
Lovely Honey	5	208	272	32	41	15	26	35	50	35	50	40	53	33	47	40	53	40	53
Honeybee	6	250	327	39	50	18	32	42	60	42	60	48	64	40	57	48	64	48	64
Carver Bee	7	300	393	47	60	22	39	51	72	51	72	58	77	48	69	58	77	58	77
Bee Bee King	8	360	472	57	72	27	47	62	87	62	87	70	93	58	83	70	93	70	93
Flutterbug	1	80	120	13.5	18.5	5	10	15	21.66	18.33	25	15	21.66	5	15	18.33	25	18.33	25
Flaparound	2	96	144	17	23	6	12	18	26	22	30	18	26	6	18	22	30	22	30
Flittery	3	116	173	21	28	8	15	22	32	27	36	22	32	8	22	27	36	27	36
Butterflap	4	140	208	26	34	10	18	27	39	33	44	27	39	10	27	33	44	33	44
Flappillon	5	168	250	32	41	12	22	33	47	40	53	33	47	12	33	40	53	40	53
Desert Flapper	6	202	300	39	50	15	27	40	57	48	64	40	57	15	40	48	64	48	64
Flutter Glider	7	243	360	47	60	18	33	48	69	58	77	48	69	18	48	58	77	58	77
Monarch	8	292	432	57	72	22	40	58	83	70	93	58	83	22	58	70	93	70	93
Springtail	1	80	120	13.5	18.5	6.5	11.5	16.66	23.33	16.66	23.33	16.66	23.33	15	21.66	18.33	25	16.66	23.33
Cutter Spring	2	96	144	17	23	8	14	20	28	20	28	20	28	18	26	22	30	20	28
Tall Spring	3	116	173	21	28	10	17	24	34	24	34	24	34	22	32	27	36	24	34
Wide Spring	4	140	208	26	34	12	21	29	41	29	41	29	41	27	39	33	44	29	41
Spring Fever	5	168	250	32	41	15	26	35	50	35	50	35	50	33	47	40	53	35	50
Box Spring	6	202	300	39	50	18	32	42	60	42	60	42	60	40	57	48	64	42	60
Spring Cleaner	7	243	360	47	60	22	39	51	72	51	72	51	72	48	69	58	77	51	72
Springtail Master	8	292	432	57	72	27	47	62	87	62	87	62	87	58	83	70	93	62	87
Hopper	1	80	140	15	20	6.5	11.5	16.66	23.33	16.66	23.33	16.66	23.33	16.66	23.33	18.33	25	15	21.66
Hop Skipper	2	96	168	18	24	8	14	20	28	20	28	20	28	20	28	22	30	18	26
Big Hoppa	3	116	202	22	29	10	17	24	34	24	34	24	34	24	34	27	36	22	32
Hoppin' Mad	4	140	243	27	35	12	21	29	41	29	41	29	41	29	41	33	44	27	39
Hip-Hopper	5	168	292	33	42	15	26	35	50	35	50	35	50	35	50	40	53	33	47
Hopskotcher	6	202	351	40	51	18	32	42	60	42	60	42	60	42	60	48	64	40	57
Barhopper	7	243	422	48	62	22	39	51	72	51	72	51	72	51	72	58	77	48	69
Lord Hopper	8	292	507	58	75	27	47	62	87	62	87	62	87	62	87	70	93	58	83
Lady Beetle	1	80	120	15	20	6.5	11.5	18.33	25	16.66	23.33	18.33	25	18.33	25	16.66	23.33	15	21.66
Lovely Lady	2	96	144	18	24	8	14	22	30	20	28	22	30	22	30	20	28	18	26
Spotted Lady	3	116	173	22	29	10	17	27	36	24	34	27	36	27	36	24	34	22	32
Ladybird	4	140	208	27	35	12	21	33	44	29	41	33	44	33	44	29	41	27	39
Sunrise Lady	5	168	250	33	42	15	26	40	53	35	50	40	53	40	53	35	50	33	47
Horned Lady	6	202	300	40	51	18	32	48	64	42	60	48	64	48	64	42	60	40	57
Nightingale	7	243	360	48	62	22	39	58	77	51	72	58	77	58	77	51	72	48	69
Dark Shell	8	292	432	58	75	27	47	70	93	62	87	70	93	70	93	62	87	58	83

INSECTRON DATA

Cage Compatibility			Preference for Food			Description
Cage I	Cage II	Cage III	Rank 1	Rank 2	Rank 3	
60	95	60	Mellow Banana	Pirate's Grog	Diamond	A well-known Insector attacker. Its sharp chin and body hit with the force of a battering ram!
60	95	60	Mellow Banana	Pirate's Grog	Diamond	
60	95	60	Mellow Banana	Pirate's Grog	Diamond	
60	95	60	Pirate's Grog	Yago Milk	Diamond	
60	95	60	Pirate's Grog	Yago Milk	Electric Eel	
60	95	60	Pirate's Grog	Yago Milk	Electric Eel	
60	60	95	Seventhmoon	Yago Milk	Electric Eel	
95	60	60	Stella Crystal	Yago Milk	Electric Eel	
60	40	95	Juraikan Coffee Beans	Hard Candy	Smoked Rainbow Newt	An Insector punisher whose cute face belies the deadly poison it carries.
60	40	95	Juraikan Coffee Beans	Hard Candy	Smoked Rainbow Newt	
60	40	95	Juraikan Coffee Beans	Hard Candy	Smoked Rainbow Newt	
60	40	95	Pirate's Grog	Juraikan Coffee Beans	Smoked Rainbow Newt	
60	40	95	Seventhmoon	Ruby	Smoked Rainbow Newt	
40	60	95	Mellow Banana	Hard Candy	Ultraspicy Pepper	
60	40	95	Nebula Opal	Juraikan Coffee Beans	Smoked Rainbow Newt	
60	95	40	Edensia	Pirate's Grog	Smoked Rainbow Newt	
60	40	95	Yago Milk	Hard Candy	Smoked Rainbow Newt	A popular idol known for its elegant flight. Proud of its agility and affability.
60	40	95	Yago Milk	Hard Candy	Smoked Rainbow Newt	
60	40	95	Yago Milk	Hard Candy	Smoked Rainbow Newt	
60	40	95	Mellow Banana	Yago Milk	Juraikan Coffee Beans	
60	40	95	Mellow Banana	Yago Milk	Juraikan Coffee Beans	
60	95	40	Firestone	Ultraspicy Pepper	Yago Milk	
95	40	60	Pirate's Grog	Mellow Banana	Juraikan Coffee Beans	
60	40	95	Seventhmoon	Pirate's Grog	Juraikan Coffee Beans	
60	40	95	Yago Milk	Lapis Lazuli	Electric Eel	A star Insector known for its sharp, smart moves and cool flying technique.
60	40	95	Yago Milk	Lapis Lazuli	Electric Eel	
60	40	95	Yago Milk	Lapis Lazuli	Electric Eel	
60	40	95	Yago Milk	Lapis Lazuli	Electric Eel	
60	40	95	Smoked Rainbow Newt	Lapis Lazuli	Electric Eel	
60	40	95	Sanchez Fruit	Yago Milk	Electric Eel	
95	40	60	Smoked Rainbow Newt	Lapis Lazuli	Electric Eel	
40	60	95	Dark Onyx	Smoked Rainbow Newt	Electric Eel	
60	95	60	Ultraspicy Pepper	Hard Candy	Sticky Gum	A hop-happy Insector, popular for its cute jumps. A little too energetic for its own good.
60	95	60	Ultraspicy Pepper	Hard Candy	Sticky Gum	
60	95	60	Ultraspicy Pepper	Hard Candy	Sticky Gum	
60	95	60	Ultraspicy Pepper	Hard Candy	Sticky Gum	
60	95	60	Sticky Gum	Electric Eel	Mellow Banana	
95	60	60	Sanchez Fruit	Diamond	Juraikan Coffee Beans	
60	60	95	Firestone	Ultraspicy Pepper	Mellow Banana	
60	95	60	Stella Crystal	Pirate's Grog	Primeval Beef	
95	60	60	Mellow Banana	Sticky Gum	Ultraspicy Pepper	A soothing presence in the Insector world. But who will be around to soothe its own troubles?
95	60	60	Mellow Banana	Sticky Gum	Ultraspicy Pepper	
95	60	60	Mellow Banana	Sticky Gum	Ultraspicy Pepper	
95	60	60	Mellow Banana	Sticky Gum	Ultraspicy Pepper	
95	60	60	Firestone	Ultraspicy Pepper	Yago Milk	
60	95	60	Primeval Beef	Lapis Lazuli	Ultraspicy Pepper	
95	60	60	Primeval Beef	Lapis Lazuli	Ultraspicy Pepper	
60	95	60	Dark Onyx	Lapis Lazuli	Ultraspicy Pepper	



INSECTOR LIST

		Starting Values																	
		Max HP		STR		DEF		Knockback		Confusion		Cut		Explosion		Throw		Poison	
Name	Rank	Min	Max	Min	Max	Min	Max	Min	Max	Min	Max	Min	Max	Min	Max	Min	Max	Min	Max
Dung Roller	1	100	150	15	20	6.5	11.5	18.33	25	16.66	23.33	18.33	25	18.33	25	20	45	15	21.66
Gum Roller	2	120	180	18	24	8	14	22	30	20	28	22	30	22	30	24	54	18	26
Bomb Roller	3	144	216	22	29	10	17	27	36	24	34	27	36	27	36	29	65	22	32
Fruit Roller	4	173	260	27	35	12	21	33	44	29	41	33	44	33	44	35	78	27	39
Heart Roller	5	208	312	33	42	15	26	40	53	35	50	40	53	40	53	42	94	33	47
Spike Roller	6	250	375	40	51	18	32	48	64	42	60	48	64	48	64	51	100	40	57
Egg Roller	7	300	450	48	62	22	39	58	77	51	72	58	77	58	77	62	100	48	69
Rock 'n' Roller	8	360	540	58	75	27	47	70	93	62	87	70	93	70	93	75	100	58	83
Itsahorse	1	150	220	15	20	6.5	11.5	18.33	25	16.66	23.33	16.66	23.33	16.66	23.33	18.33	25	15	21.66
Itsadonkey	2	180	264	18	24	8	14	22	30	20	28	20	28	20	28	22	30	18	26
Itsazebra	3	216	317	22	29	10	17	27	36	24	34	24	34	24	34	27	36	22	32
Itsagiraffe	4	260	381	27	35	12	21	33	44	29	41	29	41	29	41	33	44	27	39
Itsareindeer	5	312	458	33	42	15	26	40	53	35	50	35	50	35	50	40	53	33	47
Itsauricorn	6	375	550	40	51	18	32	48	64	42	60	42	60	42	60	48	64	40	57
Itsapegasus	7	450	660	48	62	22	39	58	77	51	72	51	72	51	72	58	77	48	69
Itsadog	8	540	792	58	75	27	47	70	93	62	87	62	87	62	87	70	93	58	83
Faerie	1	90	140	13.5	18.5	5	10	16.66	23.33	18.33	25	15	21.66	16.66	23.33	18.33	25	16.66	23.33
Handsome Faerie	2	108	168	17	23	6	12	20	28	22	30	18	26	20	28	22	30	20	28
Miss Mysterious	3	130	202	21	28	8	15	24	34	27	36	22	32	24	34	27	36	24	34
Sprite	4	156	243	26	34	10	18	29	41	33	44	27	39	29	41	33	44	29	41
Little Elf	5	188	292	32	41	12	22	35	50	40	53	33	47	35	50	40	53	35	50
Mary Faerie	6	226	351	39	50	15	27	42	60	48	64	40	57	42	60	48	64	42	60
Noble Faerie	7	272	422	47	60	18	33	51	72	58	77	48	69	51	72	58	77	51	72
Faerie Tot	8	327	507	57	72	22	40	62	87	70	93	58	83	62	87	70	93	62	87
Bombsnail	1	80	150	13.5	18.5	5	10	16.66	23.33	15	21.66	15	21.66	16.66	23.33	18.33	25	15	21.66
Snailblast	2	96	180	17	23	6	12	20	28	18	26	18	26	20	28	22	30	18	26
Snail Bomber	3	116	216	21	28	8	15	24	34	22	32	22	32	24	34	27	36	22	32
Exploder Snail	4	140	260	26	34	10	18	29	41	27	39	27	39	29	41	33	44	27	39
Shrapnail	5	168	312	32	41	12	22	35	50	33	47	33	47	35	50	40	53	33	47
Short Fuse	6	202	375	39	50	15	27	42	60	40	57	40	57	42	60	48	64	40	57
TNT Snail	7	243	450	47	60	18	33	51	72	48	69	48	69	51	72	58	77	48	69
Escargoboom	8	292	540	57	72	22	40	62	87	58	83	58	83	62	87	70	93	58	83
Silkspider	1	90	140	15	20	3	10	16.66	23.33	18.33	25	15	21.66	16.66	23.33	16.66	35	15	21.66
Webslinger	2	108	168	18	24	4	12	20	28	22	30	18	26	20	28	20	42	18	26
Tarantulord	3	130	202	22	29	5	15	24	34	27	36	22	32	24	34	24	51	22	32
Arachnoslayer	4	156	243	27	35	6	18	29	41	33	44	27	39	29	41	29	62	27	39
Spotted Spider	5	188	292	33	42	8	22	35	50	40	53	33	47	35	50	35	75	33	47
Scale Spider	6	226	351	40	51	10	27	42	60	48	64	40	57	42	60	42	90	40	57
Spider Lily	7	272	422	48	62	12	33	51	72	58	77	48	69	51	72	51	100	48	69
Tarantuqueen	8	327	507	58	75	15	40	62	87	70	93	58	83	62	87	62	100	58	83
Dark Emperor	1	300	450	30	40	15	30	30	33.33	30	33.33	30	33.33	30	33.33	30	33.33	30	33.33
White Miracle	1	600	900	80	95	50	80	100	100	100	100	100	100	100	100	100	100	100	100

INSECTRON DATA

Cage Compatibility			Preference for Food			Description
Cage I	Cage II	Cage III	Rank 1	Rank 2	Rank 3	
60	95	60	Lapis Lazuli	Ruby	Hard Candy	A famous defender, never forgetting its buddies. Is it rolling dung, or its own fate?
60	95	60	Lapis Lazuli	Ruby	Hard Candy	
60	95	60	Lapis Lazuli	Ruby	Hard Candy	
60	95	60	Mellow Banana	Ruby	Hard Candy	
60	95	60	Ruby	Mellow Banana	Hard Candy	
60	60	95	Nebula Opal	Diamond	Hard Candy	
95	60	60	Ultraspicy Pepper	Pirate's Grog	Hard Candy	
60	95	60	Edensia	Diamond	Hard Candy	
60	95	60	Smoked Rainbow Newt	Yago Milk	Primeval Beef	A genuine horse that plays by its own rules. Hasn't noticed how out-of-place it is.
60	95	60	Smoked Rainbow Newt	Yago Milk	Primeval Beef	A genuine donkey that plays by its own rules. Hasn't noticed how out-of-place it is.
60	95	60	Smoked Rainbow Newt	Yago Milk	Primeval Beef	A genuine zebra that plays by its own rules. Hasn't noticed how out-of-place it is.
60	95	60	Nebula Opal	Electric Eel	Primeval Beef	A strange giraffe-like creature that hasn't noticed how out-of-place it is.
60	95	60	Pirate's Grog	Ultraspicy Pepper	Primeval Beef	A reindeer that doesn't care if others say that it's not a genuine Insector.
95	60	60	Stella Crystal	Electric Eel	Primeval Beef	A unicorn that plays by its own rules. Hasn't noticed how out-of-place it is.
60	60	95	Diamond	Lapis Lazuli	Primeval Beef	A pegasus-like horse that plays by its own rules. Hasn't noticed how out-of-place it is.
60	95	60	Primeval Beef	Yago Milk	Juraikan Coffee Beans	A genuine dog that plays by its own rules. Hasn't noticed how out-of-place it is.
60	95	60	Ruby	Lapis Lazuli	Sticky Gum	An Insector imp that charms its enemies. Once it locks eyes with you, you're done for.
60	95	60	Ruby	Lapis Lazuli	Sticky Gum	
60	95	60	Ruby	Lapis Lazuli	Sticky Gum	
60	95	60	Diamond	Ruby	Sticky Gum	
60	95	60	Diamond	Ruby	Primeval Beef	
60	95	60	Nebula Opal	Ruby	Primeval Beef	
95	60	60	Stella Crystal	Diamond	Primeval Beef	
60	60	95	Edensia	Yago Milk	Primeval Beef	
95	60	60	Mellow Banana	Pirate's Grog	Yago Milk	Don't let its cute face fool you--the bomb on its back can take out enemies in one shot!
95	60	60	Mellow Banana	Pirate's Grog	Yago Milk	
95	60	60	Mellow Banana	Pirate's Grog	Yago Milk	
95	60	60	Lapis Lazuli	Pirate's Grog	Yago Milk	
95	60	60	Pirate's Grog	Yago Milk	Electric Eel	
95	60	60	Pirate's Grog	Yago Milk	Electric Eel	
60	60	95	Seventhmoon	Yago Milk	Electric Eel	
60	60	95	Dark Onyx	Pirate's Grog	Sticky Gum	
60	95	60	Ruby	Lapis Lazuli	Sticky Gum	Uses its sticky web to stop enemies in their tracks and turn the tide of battle!
60	95	60	Ruby	Lapis Lazuli	Sticky Gum	
60	95	60	Juraikan Coffee Beans	Lapis Lazuli	Sticky Gum	
60	95	60	Juraikan Coffee Beans	Sanchez Fruit	Sticky Gum	
60	95	60	Sticky Gum	Sanchez Fruit	Juraikan Coffee Beans	
60	95	60	Sanchez Fruit	Diamond	Juraikan Coffee Beans	
95	60	60	Stella Crystal	Diamond	Primeval Beef	
60	60	95	Edensia	Yago Milk	Primeval Beef	
100	100	100	Royal Fruit			Its dark mask invites anyone nearby into the depths. No one has seen its true face.
0	0	0				The ultimate android Insector, invented by the infamous Dr. Pocacchio!



INSECTRON BATTLE PARAMETERS

Rank	Rnd.	Opponent	No.	Name	Family	Rank	King	Level	Max Hp	Atk.	Def.	Exp	Resistances					
													Knockback	Confusion	Cut	Explosion	Throw	Poison
E	1	Zak	1	Hallelujah	Mantis	2	X	1	230	20	38	5	7	10	12	4	8	17
			2	Ted	Flipperbug	3		1	184	26	24	5	12	5	4	5	10	5
			3	Kungin	Staggy	1		1	164	16	28	5	15	19	15	5	21	3
			4	Clicker	Knife Beetle	1		1	180	20	28	5	3	17	3	19	15	7
			5	Flappy	Flutterbug	2		1	120	10	22	5	17	14	5	4	7	19
	2	Randall	1	Kaplan	Hercules Beetle	2	X	1	232	22	36	5	21	12	14	16	14	20
			2	Enormo	Staggy	2		1	188	33	17	5	7	14	21	17	14	6
			3	Buzz	Stingbee	1		1	152	17	21	5	13	17	11	7	19	12
			4	Inchy	Cutterpillar	1		1	170	33	15	5	14	23	4	9	12	7
			5	Akane	Springtail	1		1	135	31	21	5	21	16	20	19	18	22
	3	Matilda	1	Dinah	Staggy	2	X	1	212	30	32	5	19	16	22	18	22	11
			2	Junior	Mantis	3		1	182	38	36	5	7	6	7	23	19	22
			3	Pteron	Flutterbug	2		1	152	32	38	5	5	12	9	15	24	20
			4	Bopper	Hopper	2		2	174	34	28	5	18	5	17	13	12	15
			5	Winnie	Itsahorse	1		1	158	26	30	5	19	12	18	10	9	19
	4	Keller	1	Walter	Faerie	1	X	1	240	30	30	5	21	14	14	24	19	10
			2	Octoman	Bazoo Beetle	2		2	176	38	30	5	25	6	14	13	10	16
			3	Hamsworth	Cutterpillar	2		1	176	32	26	5	25	18	11	6	11	12
			4	Morton	Springtail	2		2	150	30	26	5	22	11	20	13	24	20
			5	Scaran	Dung Roller	2		2	188	28	30	5	7	9	22	22	12	24
	5	Robert	1	Lovely Mio	Stingbee	5	X	2	266	54	30	5	46	39	39	41	24	13
			2	Refresher	Lady Beetle	2		1	180	46	28	5	13	20	8	18	8	16
			3	Returner	Flipperbug	2		2	170	30	38	5	22	19	13	7	11	10
			4	Slicer	Knife Beetle	2		2	156	42	38	5	24	25	7	23	15	19
			5	Leaper	Hopper	1		1	156	46	26	5	12	9	13	7	16	11
D	1	Matty	1	Cameron	Lady Beetle	4	X	2	324	55	58	6	37	44	44	17	42	19
			2	Rose	Bombsnail	3		1	208	47	48	6	22	29	30	23	19	17
			3	Felicia	Stingbee	2		2	206	37	30	6	16	29	17	31	12	28
			4	Margaret	Flutterbug	3		1	182	37	44	6	15	21	16	16	17	29
			5	Misty	Faerie	1		2	182	41	34	6	21	31	18	30	29	13
	2	Philly	1	Bossman	Staggy	4	X	2	354	51	50	6	48	45	45	42	51	48
			2	Fishie	Bazoo Beetle	3		2	202	48	50	6	27	17	26	25	19	25
			3	Shark	Knife Beetle	2		2	194	55	34	6	26	32	32	29	22	22
			4	Pointy	Knife Beetle	1		1	180	48	46	6	32	22	20	27	22	16
			5	Tuffles	Hercules Beetle	1		2	180	38	46	6	30	24	30	25	29	32
	3	Medis	1	M.c. Carver	Knife Beetle	5	X	2	338	51	44	6	53	43	52	37	51	37
			2	Scissy	Staggy	4		2	194	40	54	6	20	22	31	23	17	18
			3	Spiker	Dung Roller	6		2	243	52	50	6	25	26	33	33	21	23
			4	La Bomba	Dung Roller	3		2	257	46	50	6	17	28	24	33	31	34
			5	Springly	Springtail	1		2	180	58	50	6	25	24	32	26	28	29
	4	Cordison	1	Flapston	Flutterbug	6	X	2	368	55	46	6	54	50	51	50	52	44
			2	Moondesert	Knife Beetle	6		2	210	61	52	6	37	21	23	24	37	30
			3	Stray	Itsahorse	2		3	224	51	56	6	28	26	33	31	32	31
			4	Sandra	Silks spider	3		2	238	55	58	6	19	34	27	29	26	27
			5	Sunset	Lady Beetle	1		2	208	45	44	6	34	37	32	22	34	32
	5	Fabre	1	Swampy	Cutterpillar	3	X	3	360	50	54	6	40	52	53	49	51	45
			2	Fencer	Knife Beetle	2		2	220	61	42	6	33	37	39	26	39	28
			3	Khan	Bazoo Beetle	2		2	242	59	46	6	25	31	30	27	31	28
			4	Armaduke	Hopper	4		3	240	57	54	6	36	23	31	20	38	37
			5	Sheldon	Lady Beetle	3		2	384	47	58	6	25	30	39	33	29	25
	5	Burmani	1	Rhyzon	Bazoo Beetle	3	X	3	384	60	40	6	46	54	50	51	50	44
			2	Twisty	Mantis	4		2	256	59	56	6	33	32	22	23	28	28
			3	Shrivleen	Stingbee	3		2	226	47	58	6	39	25	25	23	30	34
			4	Fullip	Hopper	2		3	244	49	50	6	36	24	40	34	32	24
			5	Gummi	Lady Beetle	4		3	401	53	52	6	39	31	34	40	35	41

INSECTRON DATA

INSECTRON BATTLE PARAMETERS

Rank	Rnd.	Opponent	No.	Name	Family	Rank	King	Level	Max Hp	Atk.	Def.	Exp	Resistances					
													Knockback	Confusion	Cut	Explosion	Throw	Poison
C	1	Retslyn	1	Demonhead	Cutterpillar	6	X	3	411	72	50	7	50	44	58	62	53	57
			2	Slithers	Cutterpillar	5		3	264	60	60	7	36	41	24	39	34	32
			3	Freddy	Knife Beetle	4		2	321	76	62	7	31	43	29	35	41	29
			4	Blader	Knife Beetle	2		3	252	78	62	7	43	30	36	36	42	27
			5	Shaba Knife	Knife Beetle	1		2	311	62	58	7	40	35	38	30	25	42
	2	Sam	1	Pierre	Mantis	6	X	3	412	76	52	7	48	49	55	51	55	59
			2	Mingle	Staggy	4		2	321	62	62	7	36	44	44	38	37	44
			3	Kaesal	Flipperbug	4		3	501	76	50	7	26	39	32	41	42	31
			4	Majorica	Faerie	4		3	288	78	58	7	29	39	26	34	43	45
			5	Chupitch	Stingbee	4		3	282	72	54	7	40	40	43	38	41	33
	3	Denver	1	Primer	Knife Beetle	5	X	3	410	62	54	7	54	57	56	58	58	49
			2	Vice	Bazoo Beetle	5		3	252	70	62	7	28	40	30	45	35	39
			3	Slayer	Silks spider	2		3	286	64	50	7	28	30	41	43	33	42
			4	Manemy	Lady Beetle	4		3	464	78	66	7	40	39	34	43	29	30
			5	Guardball	Dung Roller	4		3	512	62	52	7	36	46	38	46	43	44
	4	Matthew	1	Destro	Hercules Beetle	7	X	4	420	78	68	7	66	51	51	56	69	53
			2	Spikkio	Dung Roller	6		3	588	60	50	7	30	47	47	34	49	35
			3	Bombonza	Dung Roller	3		3	584	61	58	7	47	47	42	48	42	35
			4	Gumdrop	Dung Roller	2		3	584	62	60	7	48	45	47	47	38	37
			5	Dungan	Dung Roller	1		3	590	62	54	7	34	30	49	32	30	35
	5	Bolgo	1	Megahorn	Lady Beetle	6	X	4	442	78	58	7	62	70	52	59	59	66
			2	Judas	Bazoo Beetle	3		3	310	74	62	7	36	37	45	39	41	41
			3	Kaboomer	Bombsnail	5		4	304	76	66	7	34	48	36	45	43	33
			4	Big Poppa	Bazoo Beetle	2		3	326	72	62	7	32	51	36	37	38	37
			5	Bombastic	Dung Roller	3		4	520	62	50	7	35	38	41	50	47	40
B	1	Emp	1	Hairy	Cutterpillar	7	X	4	536	84	64	8	63	58	69	63	58	57
			2	Maggy	Dung Roller	5		4	612	88	68	8	38	45	35	37	40	41
			3	Corado	Dung Roller	5		4	352	82	66	8	49	40	34	38	48	52
			4	Bugsby	Bombsnail	4		4	630	72	76	8	52	49	43	43	36	42
			5	Lady Han	Bombsnail	4		3	378	78	78	8	42	34	51	39	45	43
	2	Henry	1	Henry Jr.	Hercules Beetle	4	X	4	510	78	74	8	67	68	57	70	59	64
			2	Angel Mio	Flutterbug	4		4	358	86	76	8	51	54	52	45	50	53
			3	Miothra	Flutterbug	5		4	374	82	78	8	39	51	40	48	42	45
			4	Honey Mio	Stingbee	5		4	356	82	68	8	53	43	48	47	37	48
			5	Sweet Mio	Stingbee	6		4	366	80	70	8	38	53	44	46	51	53
	3	Osmond	1	Horny	Itsahorse	6	X	4	552	78	60	8	76	63	63	60	77	72
			2	Rednose	Itsahorse	5		4	424	86	66	8	44	38	45	46	40	44
			3	Jerry	Itsahorse	4		4	420	72	60	8	56	38	48	38	45	43
			4	Zeboram	Itsahorse	3		5	412	80	72	8	39	47	50	41	52	53
			5	Don	Itsahorse	2		4	404	86	64	8	57	55	57	39	40	41
	4	Ertessa	1	Muscle Fuji	Staggy	8	X	5	592	82	66	8	69	63	62	68	73	61
			2	Giga Faker	Staggy	5		5	422	86	64	8	57	48	40	53	57	55
			3	Mt. Slice	Staggy	4		4	430	72	62	8	51	50	42	58	50	45
			4	Big Killer	Staggy	2		4	434	78	72	8	46	54	49	40	50	53
			5	Stagsworth	Staggy	1		4	446	76	64	8	59	55	45	50	53	46
	5	Bari	1	Beetledum	Knife Beetle	7	X	5	600	82	72	8	79	66	72	63	65	79
			2	Beetledee	Knife Beetle	5		4	518	70	62	8	56	61	56	58	54	49
			3	Beetledoh	Knife Beetle	4		4	482	76	76	8	54	57	47	47	50	42
			4	Beetledah	Bazoo Beetle	2		5	484	74	60	8	54	56	53	56	61	54
			5	Beetledork	Flipperbug	2		5	612	84	66	8	48	57	42	42	42	47



INSECTRON BATTLE PARAMETERS

Rank	Rnd.	Opponent	No.	Name	Family	Rank	King	Level	Max Hp	Atk.	Def.	Exp	Resistances					
													Knockback	Confusion	Cut	Explosion	Throw	Poison
A	1	Kalt	1	Spike Sage	Mantis	4	X	5	684	92	76	9	75	83	69	67	68	71
			2	Hamkovich	Faerie	2		5	508	98	80	9	51	45	60	59	50	48
			3	Chaos Head	Faerie	4		5	508	92	70	9	63	59	48	56	57	58
			4	Li'l Hunter	Faerie	5		4	522	84	84	9	48	63	60	61	51	58
			5	Killer Eye	Faerie	7		4	538	84	74	9	54	46	50	54	49	47
	2	Gary	1	Cap'n S	Silkspider	7	X	5	664	94	76	9	82	78	76	77	82	77
			2	Teabags	Bombsnail	6		5	534	90	80	9	47	58	50	58	51	64
			3	Hooker	Stingbee	3		5	546	98	86	9	48	53	52	46	62	49
			4	Saburo	Knife Beetle	3		5	540	80	76	9	60	48	48	61	46	64
			5	Skyriver	Hercules Beetle	3		4	666	96	74	9	46	53	52	60	51	49
	3	Jaques	1	Wonderful	Itsahorse	8	X	5	674	82	84	10	70	86	74	69	84	82
			2	Spike	Dung Roller	6		5	754	90	70	10	53	48	58	58	49	49
			3	Drilloon	Stingbee	4		5	522	96	82	10	62	55	48	61	53	51
			4	Shovelsky	Flipperbug	4		5	554	98	72	10	64	56	52	53	51	64
			5	Marybelle	Faerie	6		5	536	90	86	10	67	50	54	53	57	60
	4	Starr	1	Colonel Leon	Bazoo Beetle	8	X	5	722	94	74	10	87	86	77	76	89	78
			2	Jackal	Hopper	6		5	528	98	76	10	66	53	53	57	60	66
			3	Wolfy	Hopper	6		5	558	88	84	10	51	52	60	60	51	66
			4	Falcon	Hopper	6		5	526	88	82	10	67	52	52	62	52	58
			5	Fox	Hopper	6		5	536	90	82	10	58	54	55	65	59	51
	5	Monj	1	Yoritomo	Hopper	8	X	5	754	88	76	10	86	85	89	84	82	85
			2	Fujinosuke	Knife Beetle	6		5	608	84	88	10	61	55	69	64	56	63
			3	Momotarou	Staggy	5		5	618	90	72	10	57	70	59	57	54	55
			4	Yamato	Hercules Beetle	5		5	610	82	72	10	55	62	66	57	61	56
			5	Kiyomaro	Itsahorse	1		5	602	82	70	10	66	62	68	70	68	62
S	1	Camilla	1	Purely	Faerie	8	X	5	838	94	88	12	82	88	77	84	80	78
			2	Maria	Lady Beetle	7		5	652	108	82	12	60	71	62	68	66	56
			3	Monalisa	Flutterbug	8		5	672	102	90	12	60	67	60	63	66	68
			4	Needlove	Stingbee	7		5	654	96	88	12	55	66	64	63	64	64
			5	Cookmom	Bombsnail	7		5	662	106	92	12	56	63	68	73	62	68
	2	Balta	1	Kidman	Bazoo Beetle	8	X	5	886	104	90	12	94	83	80	98	80	83
			2	Cruiser	Springtail	7		5	686	98	86	12	78	71	72	60	65	68
			3	Danger	Springtail	8		5	666	106	82	12	69	62	74	66	60	74
			4	Capricious	Staggy	6		5	684	90	82	12	71	75	66	76	76	70
			5	Snake	Cutterpillar	6		5	668	104	98	12	78	60	64	62	68	75
	3	Nolli	1	Apollo	Cutterpillar	8	X	5	934	90	90	12	91	85	80	87	87	93
			2	Pierotte	Mantis	6		5	670	98	92	12	64	63	62	70	78	66
			3	Fester	Springtail	5		5	670	104	90	12	71	76	60	64	61	64
			4	Spanky	Lady Beetle	5		5	868	98	90	12	65	70	79	76	76	63
			5	Zero	Bazoo Beetle	4		5	686	100	84	12	73	60	63	78	65	70
	4	Lucy Dyne	1	Princess	Flutterbug	8	X	5	966	94	88	12	92	84	99	100	88	93
			2	Shadow	Silkspider	8		5	680	90	90	12	72	79	81	77	78	66
			3	Narcy	Hercules Beetle	4		5	858	102	84	12	70	72	70	65	68	64
			4	Dreamer	Knife Beetle	6		5	688	94	98	12	81	83	73	68	65	72
			5	Winghorse	Itsahorse	7		5	650	104	94	12	77	70	82	72	76	71
	5	Jin Red	1	Chaos	Dark Emperor	1	X	5	999	114	102	16	107	101	100	110	117	106
			2	Emperor Bee	Stingbee	8		5	816	92	90	16	94	81	95	84	80	88
			3	Nobunaga	Hopper	8		5	730	98	104	16	90	88	82	86	98	84
			4	Muramasa	Knife Beetle	8		5	838	90	92	16	91	98	83	84	95	98
			5	Agamel	Hercules Beetle	8		5	900	94	100	16	92	97	89	89	93	96
	1	Lucy Dyne	1	Princess	Flutterbug	8	X	6	966	94	88	12	92	84	99	100	88	93
			2	Shadow	Silkspider	8		5	680	90	90	12	72	79	81	77	78	66
			3	Narcy	Hercules Beetle	4		5	858	102	84	12	70	72	70	65	68	64
			4	Dreamer	Knife Beetle	6		5	688	94	98	12	81	83	73	68	65	72
			5	Winghorse	Itsahorse	7		5	650	104	94	12	77	70	82	72	76	71

INSECTRON DATA

INSECTRON BATTLE PARAMETERS

Rank	Rnd.	Opponent	No.	Name	Family	Rank	King	Level	Max Hp	Atk.	Def.	Exp	Resistances					
													Knockback	Confusion	Cut	Explosion	Throw	Poison
	2	Jin Red	1	Chaos	Dark Emperor	1	X	6	999	114	102	16	107	101	100	110	117	106
			2	Emperor Bee	Stingbee	8		5	816	92	90	16	94	81	95	84	80	88
			3	Nobunaga	Hopper	8		5	730	98	104	16	90	88	82	86	98	84
			4	Muramasa	Knife Beetle	8		5	838	90	92	16	91	98	83	84	95	98
			5	Agamel	Hercules Beetle	8		5	900	94	100	16	92	97	89	89	93	96
	3	Ugozi	1	Burkaq Heart	Dark Emperor	1	X	6	966	94	88	12	92	84	99	100	88	93
			2	Burkaq Flame	Hercules Beetle	8		5	680	90	90	12	72	79	81	77	78	66
			3	Burkaq Water	Lady Beetle	8		5	858	102	84	12	70	72	70	65	68	64
			4	Burkaq Earth	Hercules Beetle	7		5	688	94	98	12	81	83	73	68	65	72
			5	Burkaq Wind	Flutterbug	8		5	650	104	94	12	77	70	82	72	76	71
	4	Mio	1	Red Empress	Dark Emperor	1	X	6	999	114	102	16	107	101	100	110	117	106
			2	Blue Sword	Knife Beetle	6		5	816	92	90	16	94	81	95	84	80	88
			3	Sakura	Faerie	8		5	730	98	104	16	90	88	82	86	98	84
			4	Big Star	Mantis	8		5	838	90	92	16	91	98	83	84	95	98
			5	Maru	Lady Beetle	1		5	900	94	100	16	92	97	89	89	93	96
	5	Pocacchio	1	Ir-max	White Miracle	1	X	6	999	108	106	20	112	128	128	110	125	125
			2	Stella	Cutterpillar	8		5	812	94	100	20	108	95	93	97	104	92
			3	Smasher	Bazoo Beetle	8		5	736	106	108	20	104	97	91	93	101	108
			4	Flipnoid	Flipperbug	8		5	712	92	90	20	106	96	102	103	109	105
			5	Oxin	Lady Beetle	8		5	924	104	106	20	109	97	92	94	103	90
	1	Lucy Dyne	1	Princess	Flutterbug	8	X	6	966	94	88	12	92	84	99	100	88	93
			2	Shadow	Silkspider	8		5	680	90	90	12	72	79	81	77	78	66
			3	Narcy	Hercules Beetle	4		5	858	102	84	12	70	72	70	65	68	64
			4	Dreamer	Knife Beetle	6		5	688	94	98	12	81	83	73	68	65	72
			5	Winghorse	Itsahorse	7		5	650	104	94	12	77	70	82	72	76	71
	2	Jin Red	1	Chaos	Dark Emperor	1	X	6	999	114	102	16	107	101	100	110	117	106
			2	Emperor Bee	Stingbee	8		5	816	92	90	16	94	81	95	84	80	88
			3	Nobunaga	Hopper	8		5	730	98	104	16	90	88	82	86	98	84
			4	Muramasa	Knife Beetle	8		5	838	90	92	16	91	98	83	84	95	98
			5	Agamel	Hercules Beetle	8		5	900	94	100	16	92	97	89	89	93	96
	3	Ugozi	1	Burkaq Heart	Dark Emperor	1	X	6	999	104	98	22	102	94	109	110	98	103
			2	Burkaq Flame	Hercules Beetle	8		5	999	100	100	22	82	89	91	87	88	76
			3	Burkaq Water	Lady Beetle	8		5	858	112	94	22	80	82	80	75	78	74
			4	Burkaq Earth	Hercules Beetle	7		5	999	104	108	22	91	93	83	78	75	82
			5	Burkaq Wind	Flutterbug	8		5	650	114	104	22	87	80	92	82	86	81
	4	Mio	1	Red Empress	Dark Emperor	1	X	6	999	124	112	26	117	111	110	120	127	116
			2	Blue Sword	Knife Beetle	6		5	999	102	100	26	104	91	105	94	90	98
			3	Sakura	Faerie	8		5	999	108	114	26	100	98	92	96	108	94
			4	Big Star	Mantis	8		5	999	100	102	26	101	108	93	94	105	108
			5	Maru	Lady Beetle	1		5	900	104	110	26	102	107	99	99	103	106
	5	Pocacchio	1	Ir Max	White Miracle	1	X	6	999	118	116	30	122	138	138	120	135	135
			2	Stella	Cutterpillar	8		5	999	104	110	30	118	105	103	107	114	102
			3	Smasher	Bazoo Beetle	8		5	999	116	118	30	114	107	101	103	111	118
			4	Flipnoid	Flipperbug	8		5	999	102	100	30	116	106	112	113	119	115
			5	Oxin	Lady Beetle	8		5	999	114	116	30	119	107	102	104	113	100



INSECTRON SPECIAL BREEDS

Child		Father		Mother	
Family	Rank	Family	Rank	Family	Rank
Knife Beetle	2	Lady Beetle	3	Mantis	4
Knife Beetle	3	Mantis	2	Mantis	2
Knife Beetle	4	Mantis	1	Staggy	2
Knife Beetle	5	Knife Beetle	1	Knife Beetle	3
Knife Beetle	6	Flipperbug	4	Mantis	2
Hercules Beetle	3	Staggy	3	Staggy	3
Hercules Beetle	4	Hercules Beetle	1	Hercules Beetle	3
Hercules Beetle	5	Staggy	2	Faerie	3
Bazoo Beetle	3	Itsahorse	1	Itsahorse	1
Bazoo Beetle	4	Staggy	1	Dung Roller	3
Bazoo Beetle	5	Bazoo Beetle	1	Bazoo Beetle	3
Bazoo Beetle	6	Cutterpillar	4	Dung Roller	2
Flipperbug	3	Hercules Beetle	3	Cutterpillar	6
Flipperbug	4	Dung Roller	3	Dung Roller	3
Flipperbug	5	Flipperbug	1	Flipperbug	3
Flipperbug	7	Mantis	3	Knife Beetle	4
Staggy	3	Hercules Beetle	1	Hercules Beetle	1
Staggy	4	Staggy	1	Staggy	2
Staggy	6	Knife Beetle	3	Hercules Beetle	3
Mantis	2	Bazoo Beetle	3	Flutterbug	5
Mantis	3	Knife Beetle	2	Knife Beetle	2
Mantis	4	Mantis	1	Mantis	2
Mantis	7	Knife Beetle	3	Hopper	5
Cutterpillar	3	Stingbee	3	Stingbee	3
Cutterpillar	4	Cutterpillar	1	Cutterpillar	2
Cutterpillar	7	Mantis	3	Flipperbug	4
Stingbee	4	Cutterpillar	2	Cutterpillar	2
Stingbee	6	Stingbee	2	Stingbee	4
Stingbee	8	Springtail	5	Mantis	3
Flutterbug	4	Faerie	1	Faerie	1
Flutterbug	6	Flutterbug	1	Flutterbug	5
Flutterbug	8	Stingbee	4	Faerie	4
Springtail	4	Hopper	4	Hopper	4
Springtail	6	Springtail	2	Stingbee	4
Springtail	8	Flutterbug	5	Springtail	3
Hopper	3	Mantis	4	Lady Beetle	7
Hopper	4	Springtail	4	Springtail	4
Hopper	6	Hopper	2	Hopper	3
Hopper	8	Mantis	4	Springtail	4
Lady Beetle	3	Flipperbug	2	Flipperbug	2
Lady Beetle	4	Lady Beetle	1	Lady Beetle	2
Lady Beetle	6	Faerie	3	Dung Roller	4
Dung Roller	2	Faerie	3	Itsahorse	5
Dung Roller	3	Flipperbug	1	Flipperbug	1
Dung Roller	4	Dung Roller	1	Dung Roller	2
Dung Roller	6	Lady Beetle	2	Cutterpillar	4
Itsahorse	3	Bazoo Beetle	5	Bazoo Beetle	5
Itsahorse	4	Itsahorse	1	Itsahorse	2
Faerie	2	Flutterbug	4	Flutterbug	4
Faerie	5	Faerie	2	Faerie	3
Bombsnail	3	Bazoo Beetle	2	Dung Roller	1
Bombsnail	6	Flipperbug	2	Lady Beetle	4
Bombsnail	7	Cutterpillar	5	Itsahorse	1
Silkspider	3	Hopper	1	Mantis	2
Silkspider	4	Flipperbug	2	Staggy	2
Silkspider	8	Mantis	5	Faerie	3



INTERVIEW LEVEL-5



We asked the readers of *Hardcore Gamer Magazine* and DoubleJump Books what they would ask Level-5 if they could ask them anything they wanted. Akihiro Hino, CEO/President of Level-5, Inc., answered.

Jelokini: How long have you been working on *Rogue Galaxy*?

Akihiro Hino: It took two and a half years to complete the Japanese version from the planning stage. After that we made great improvements for the localized version by adding scenarios and upgrading the system.

Honrosie42: How do you work as a team to put a large story like this game's together? Did you have one writer, or use a lot of team brainstorming sessions?

Akihiro Hino: Various sections work as a team and come up with ideas. Then, a section director summarizes them and discusses them with the director.

"We were not completely satisfied with several parts of the Japanese version, but we improved all those parts for the US version."

mrluckypants: Do you feel that the finished product of *Rogue Galaxy* is what you envisioned it to be?

Akihiro Hino: There are several parts which we were not completely satisfied with for the Japanese version, but we improved all those parts for the US version. If we include the US version, *Rogue Galaxy* is a much richer title than the original concept.

BsharahTheGreat: What inspired you to make this RPG? Who do you consider your number one competitor when it comes to making RPGs?

Akihiro Hino: Since we had been creating mainly fantasy games, we always wanted to create a RPG that takes place in space. We think that *Final Fantasy* and *Dragon Quest* are rivals when it comes to creating an epic RPG.

snowstorm52: How did your experience on the *Dark Cloud* series affect development of *Rogue Galaxy*? Are there any similarities in gameplay to look for?

Akihiro Hino: There are several similarities, but we consider the two games totally different in terms of the basic system. However, as a sideline, the factory system is similar to the diorama system, and Insectron is similar to the fishing system and fish races.

muffin: How long did it take you to plan out everything for the game? What was hardest for you while creating the game?

Akihiro Hino: It was certainly hard to pull together the whole thing as it was a huge project. Also, we spent great amount of time on the adjustment of battle system.

mrluckypants: Are you happy with the battle system that you are using in *Rogue Galaxy*?

Akihiro Hino: Yes, we are very happy with it. By fighting with fellow members who move on their own, we would like everyone to feel like you are having an adventure with actual living friends.



Noccy: What made you decide to make a game about space pirates?

Akihiro Hino: We had been creating fantasy games, so we wanted to create something based in space.

"The name Level-5 comes from the wish we would like to create the highest-level games that gain 5 stars"

videogamer3586: What is the main thing you want *Rogue Galaxy* to be remembered for?

Akihiro Hino: That would also be the fact that you can feel as if you are having an adventure with actual living friends. With "live talk," you can enjoy conversation while you are traveling, and we emphasized how much we could make the characters act on their own like living characters.

Noccy: Any chance for a *Dark Cloud 3*?

Akihiro Hino: Actually, among titles that we are currently working on, there is a title which contains elements that derive from the *Dark Cloud* series. We can't say anything more than that, though.

Noccy: What is the meaning behind your company's name (Level-5)?

Akihiro Hino: The name Level-5 comes from the wish we would like to create the highest-level games that gain 5 stars (from critics, etc.)

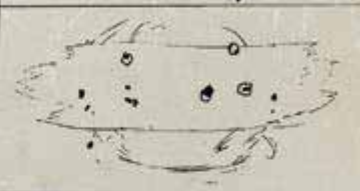
Akihiro Hino: Thank you very much.



Side View



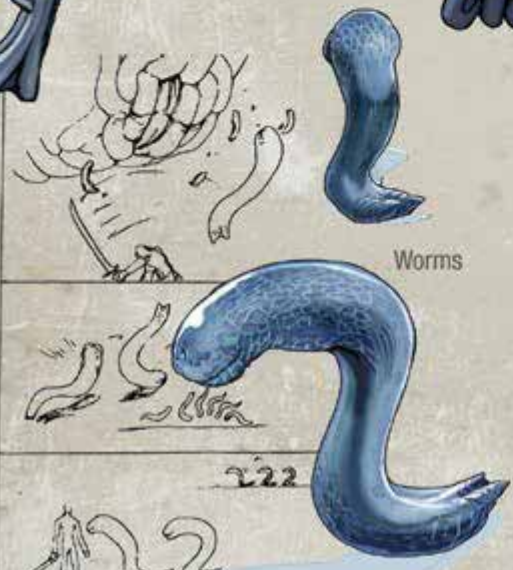
Spit Bombs



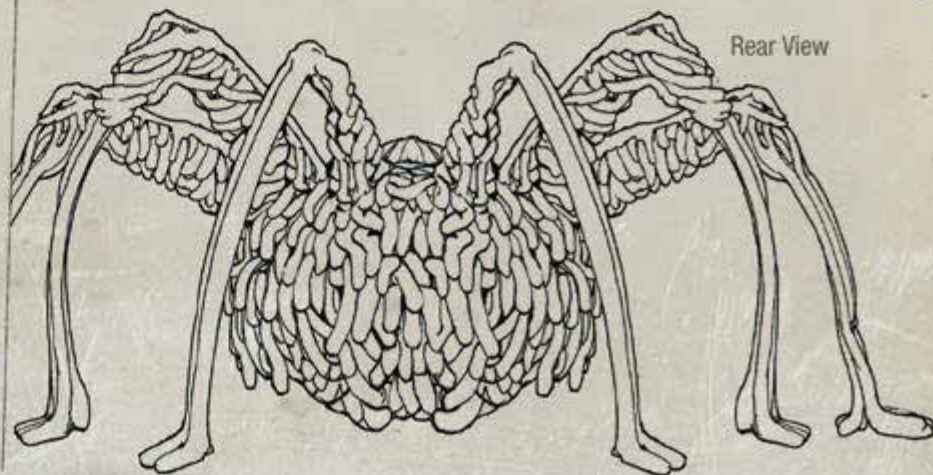
Main View

Creature Gallery 1

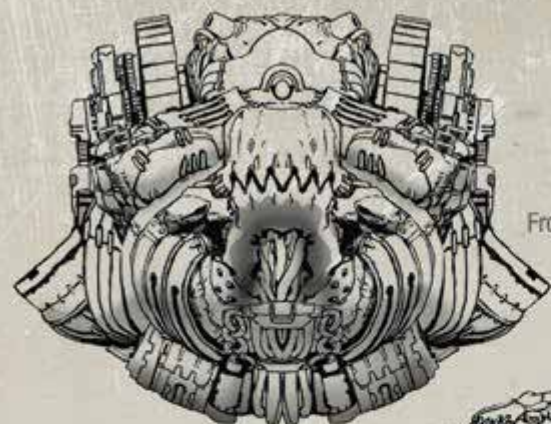
INDIVIDER



Worms



Rear View



Front View



Underside View



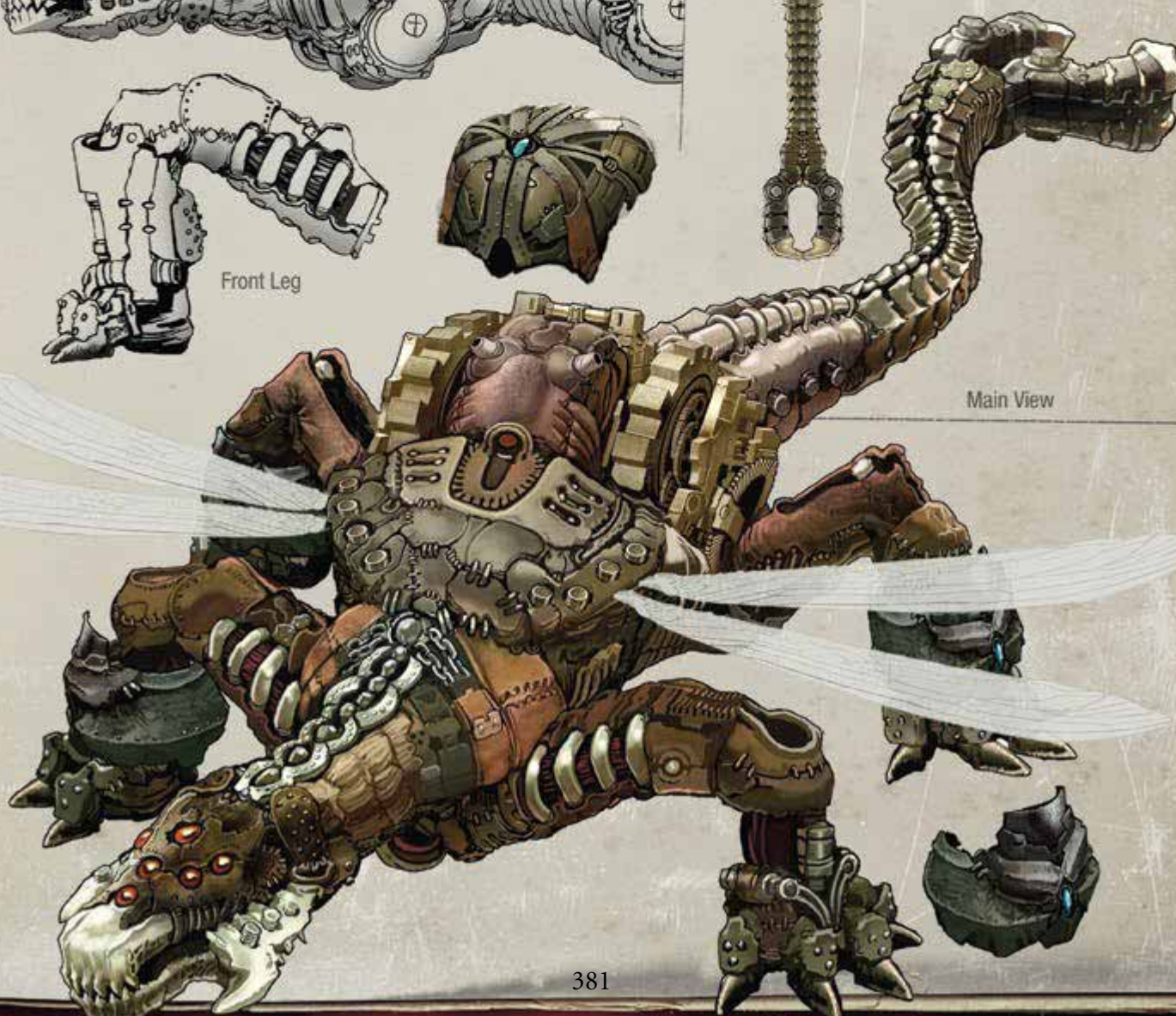
Side View

Creature Gallery 2

MARK VII SALAMANDER



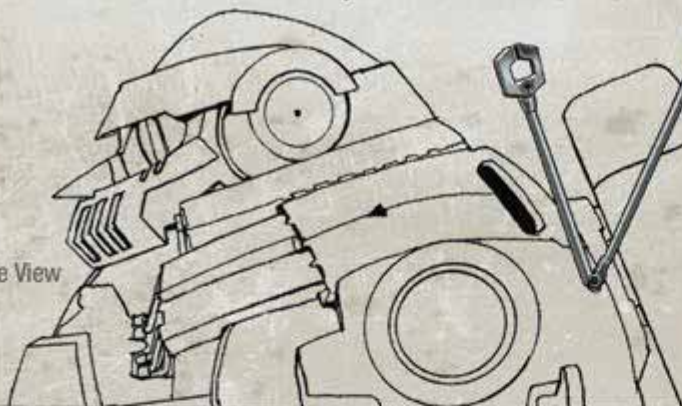
Front Leg



Main View



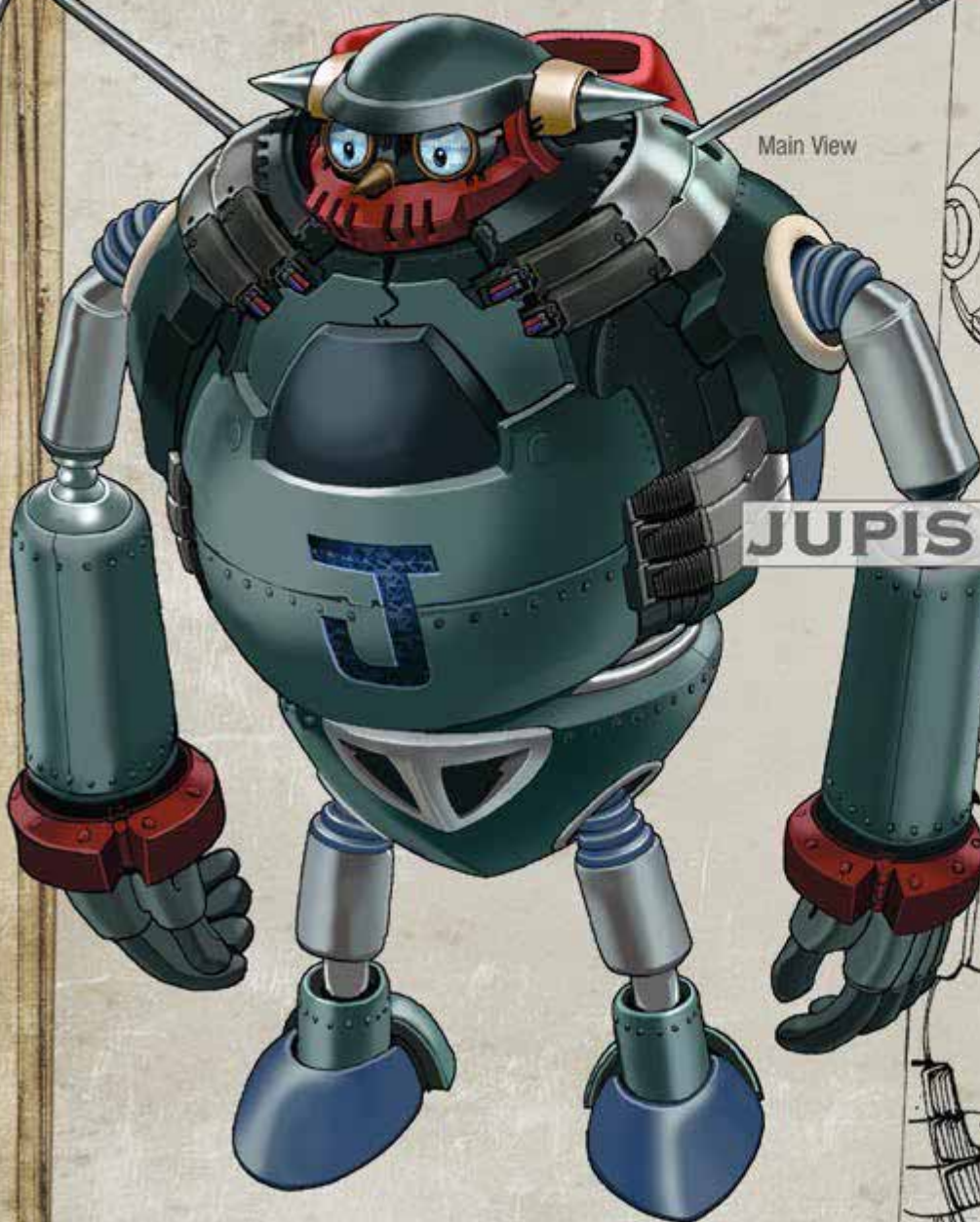
Side View



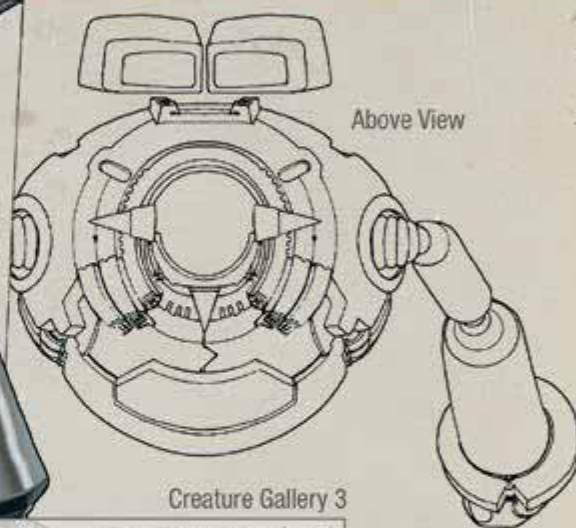
Jupis DX torso



Main View



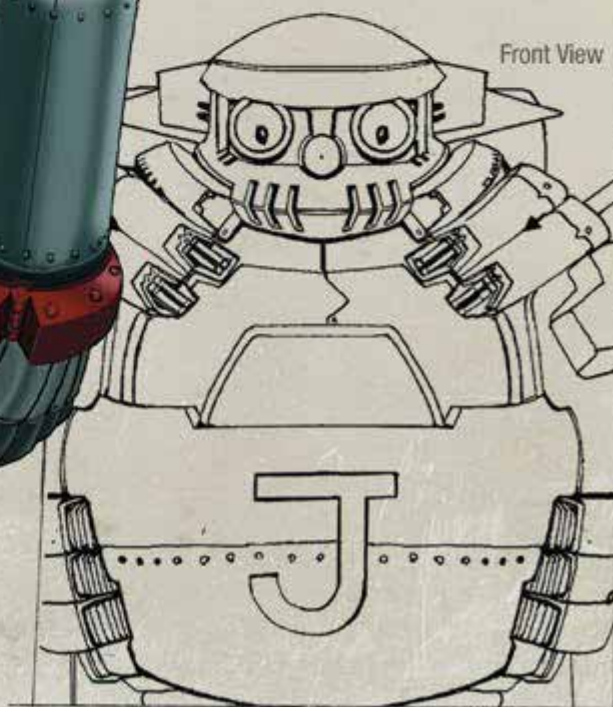
Above View

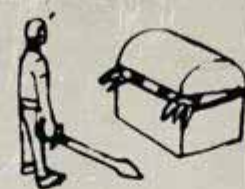


Creature Gallery 3

JUPIS ROBOT

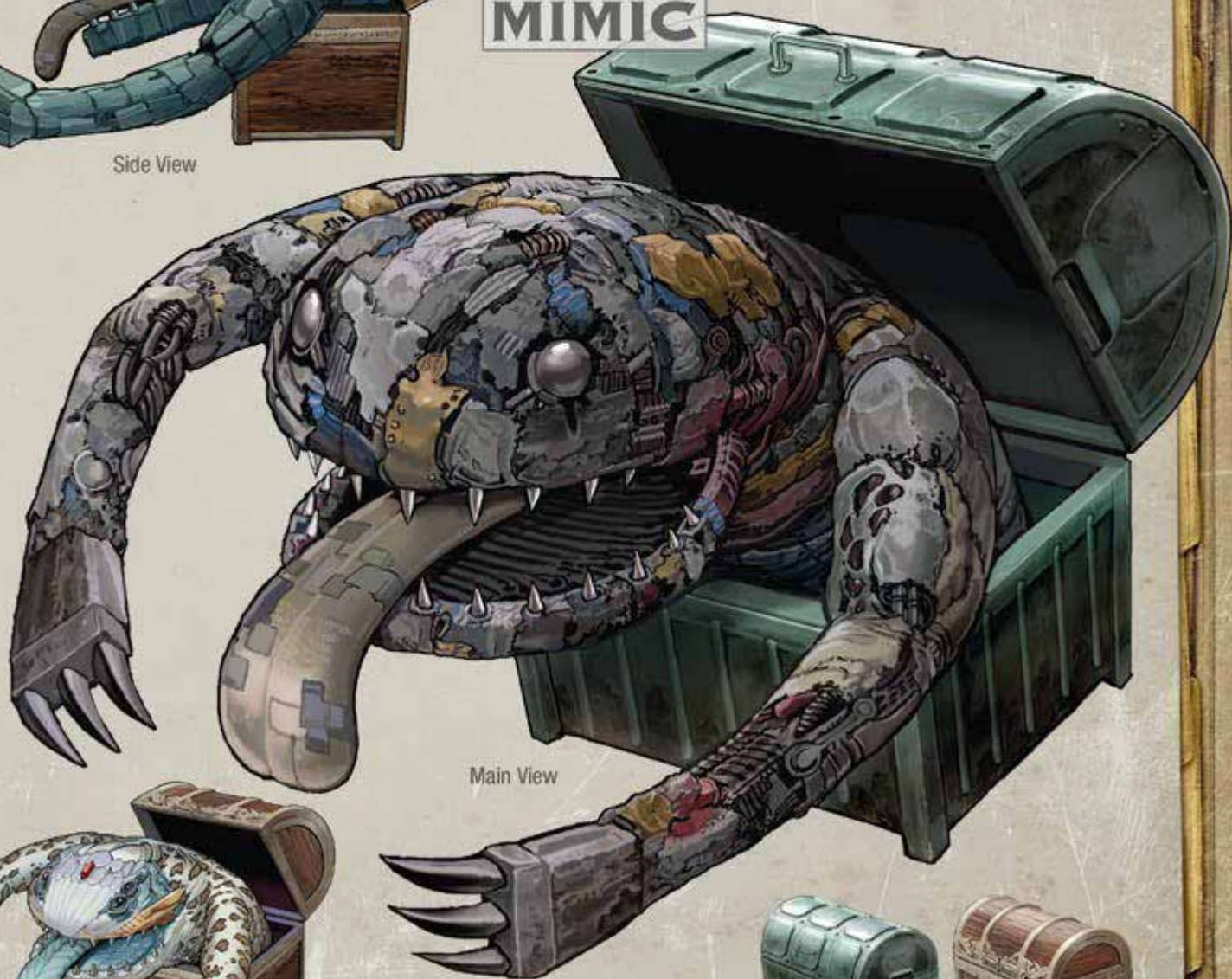
Front View

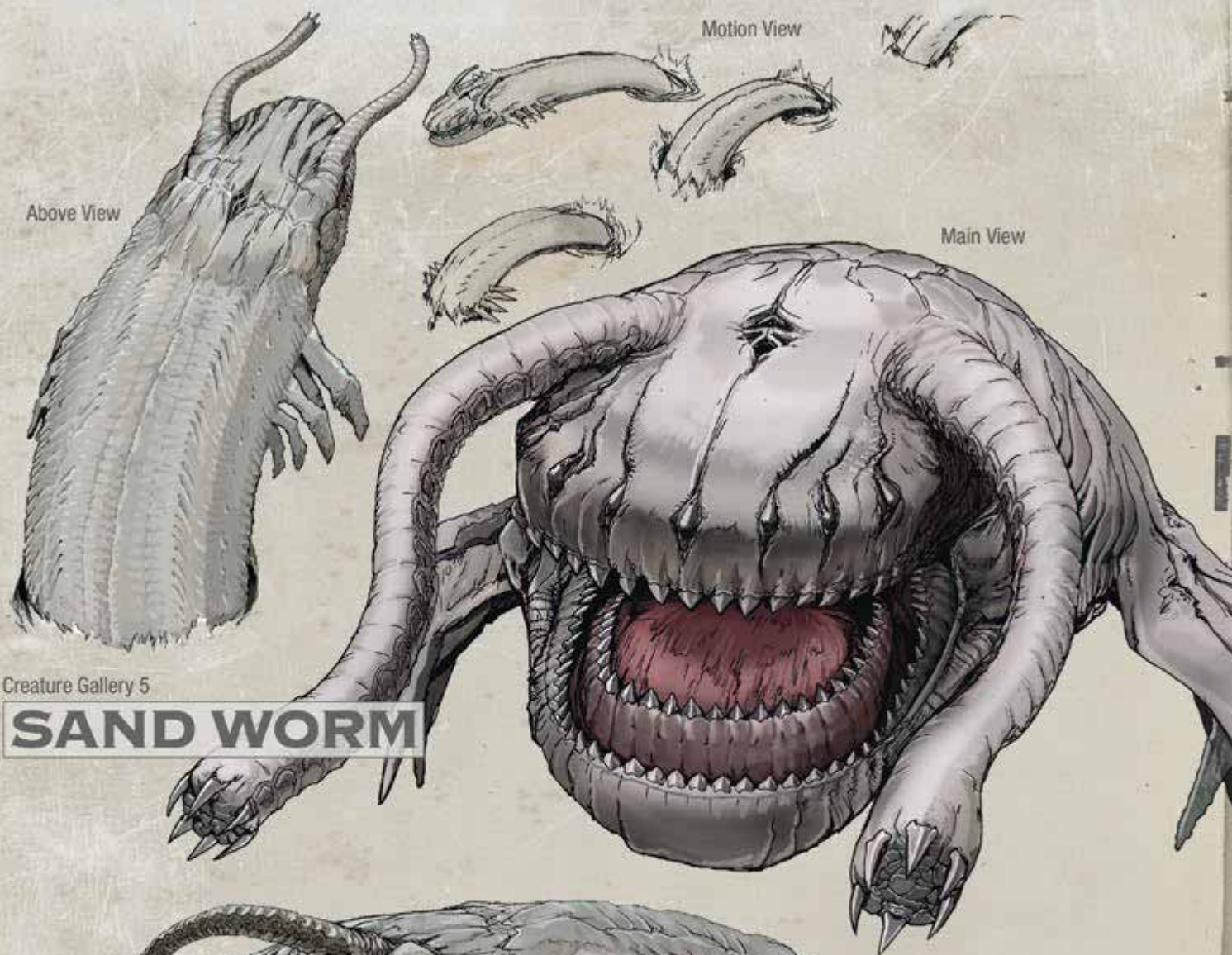




Creature Gallery 4

MIMIC





Creature Gallery 5

SAND WORM

